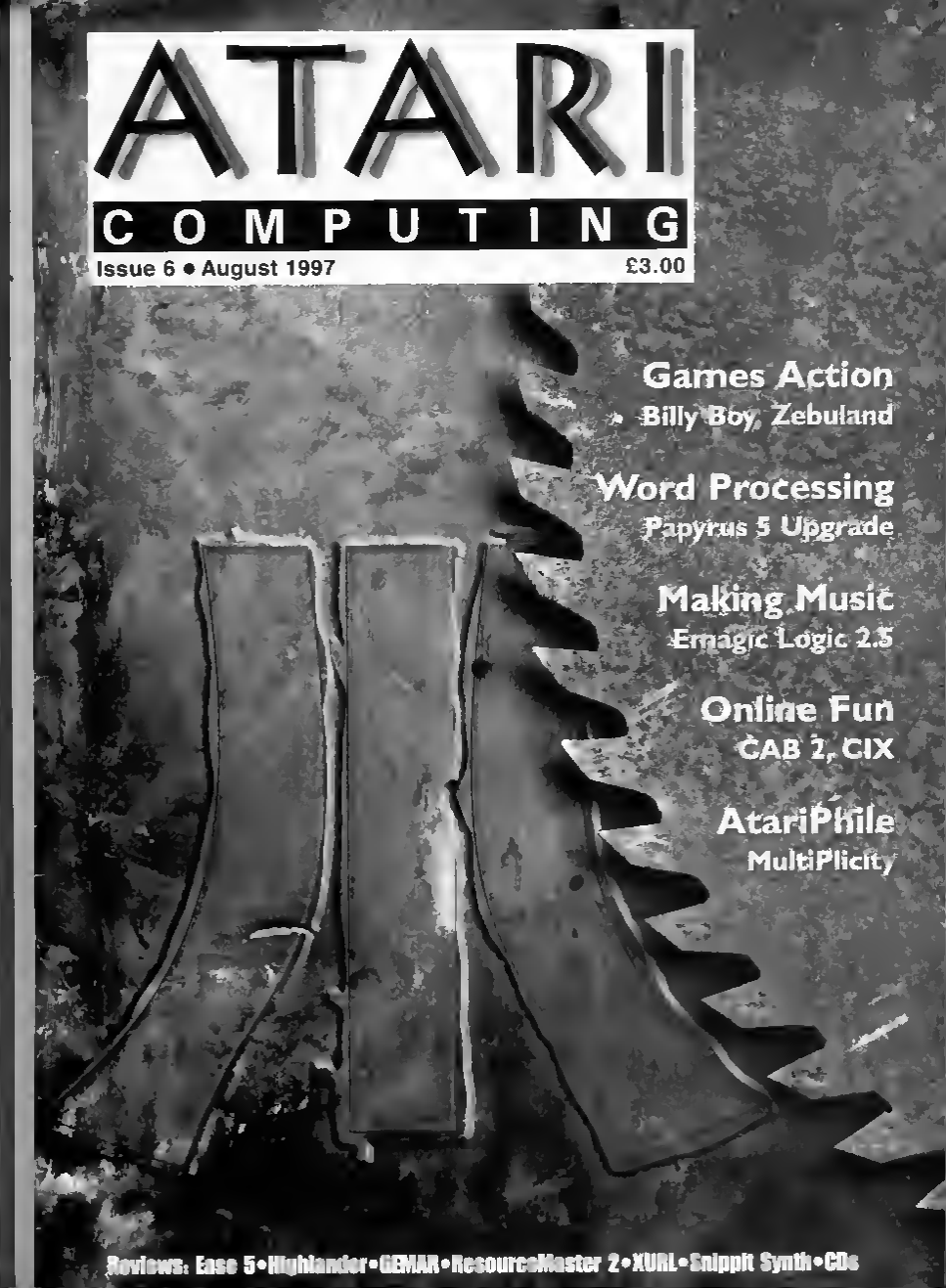
ATARI COMPUTING

Issue 6 • August 1997 £3.00



Games Action
Billy Boy, Zebuland

Word Processing
Papyrus 5 Upgrade

Making Music
Emagic Logic 2.5

Online Fun
CAB 2, CIX

AtariPhile
MultiPlicity

Reviews: Ease 5•Highlander•GEMAR•ResourceMaster 2•XURL•Snippit Synth•CDs

THE UPGRADE SHOP
TEL 01625 503448

HI RESOLUTION MONO MONITORS

T.U.S. 14" MONO

T U S 14" Mono monitor for ST series High resolution picture for Cubase/ Notator etc

WITHOUT SOUND
£94.00

WITH SOUND(STEREO ON STE)
£109.00

ALL MONITORS INCLUOE APPROPRIATE CONNECTING LEAOS ANO A TILT ANO SWIVEL STANO

TOS 2.06

TOS 2 06 is the enhanced operating system from ATARI for the entire ST range Improved desktop including full keyboard control of windows, place programs on the desktop for easy launching, or assign function keys to launch the required program Switchers give access to old TOS system for complete compatibility All kits supplied with full fitting instructions and tos manual

STE VERSION
2..... .....£47 99(TOS1 62/2 06 supplied) Simple solderless installation**STF/ STFM..... .....£54.99**

HIGH DENSITY DRIVE MODULE

Exchange data easily with other platforms by giving your ST the ability to read and write to high density (1 44mb) discs Fully automatic switching capability depending which type of disc has been placed in the drive Comes complete with software drivers and high density formatting software Tos 1 4 or above required for high density support.

HIGH DENSITY MODULE £25.00

STE TOS 2.06 WITH HIGH DENSITY DRIVE AND CONTROLLER
£95.00
STFM TOS 2.06 WITH HIGH DENSITY DRIVE AND CONTROLLER £101.00

PARTS REPAIRS AND FITTINGS

NEW PARTS.
Full 12 months warranty

INTERNAL REPLACEMENT ORIVE KIT
For any ST with INTERNAL drive High quality mechanism, with standoffs for old ST s if required
1MB or 2MB drive supplied
£34 99

POWER SUPPLIES
Repaired and supplied (ring for availaollity)

REPLACEMENT MOUSE £9 99

STE/FALCON SPEAKERS
Stereo speakers with leads £19 99

STE REAL TIME CLOCK £22.99

REPAIRS ANO FITTINGS
Fully trained engineers for a reliable repair All jobs quoted for individually (no fixed prices) 48 hour turnround on most machines Long 4 months warranty as standard Couner collection and return available for £14 00
We can fit any of the advertised products to your machine for a one off fitting charge of £15 00 This means that if you require say an upgrade and high density drive fitted then the charge is only £15 00
Please ring for an appointment before bringing your machine or call If courier collection is required Please ensure all parcels collected are adequately packaged

FAX, VOICE AND DATA MODEMS

T.U.S. 14400.....£55.00
14,400 FAX AND DATA MODEM,
Class 1 fax commands, full Hayes compatability

T.U.S. 33600.....£99.00
33,600 FAX, VOICE AND DATA MODEMS,
Class 1 + 2 fax commands, full Hayes compatability

BOTH MODEMS ARE BABT APPROVED WITH 'CE' MARKINGS, COMPLETE WITH CABLES AND SOFTWARE FOR BULLETIN BOARD ACCESS

33,600 MODEM AND SERIAL PORT UPGRADE £109.00

SERIAL PORT UPGRADE **£20.00** **Upgrade kit for STFM AND STE to 38,400**

ATARI MEMORY

STe / Mega STe	STFM MARPET
1/2meg.....£10.00	1/2meg.....£28.00
2meg.....£26.00	2meg.....£48.00
4meg.....£50.00	4meg.....£72.00

All kits are supplied with comprehensive fitting instructions, testing software and a free disk of useful PD/shareware utilities. Free technical support is available, as is a competitively priced fitting service.

IDEal STE internal hard drives

This interface mounts inside the computer and allows an internal 2 5" ide drive to connected Inexpensive 3 5" drives can also be used for people with replacement case systems Also available with high density controller module, high speed serial port circuit and real time clock Diy installation with full manuals

1DE INTERFACE ONLY £59.99
64MB drive and interface £99.00
160MB drive and interface £124.00
340MB drive and interface £149.00
720MB drive and interface £184.00

Add £30 00 to above prices if high density, serial port and clock modules are required

NEMESIS FALCON SYSTEM ACCELERATOR

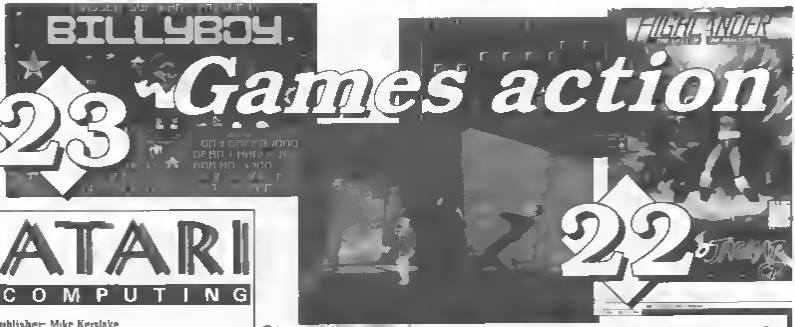
THE UPGRAOE SHOP CAN SUPPLY AND FIT THE TITAN DESIGNS NEMESIS FALCON ACCELERATOR FITTING GENERALLY TAKES 2 / 3 HOURS AND CALLERS CAN BE ACCOMMODATED THE SAME DAY PLEASE RING BEFORE CALLING

SUPPLY AND FIT £90 00
FITTING ONLY £40 00

All prices include VAT @ 17 5% but exclude delivery (unless otherwise stated) please see below Orders can be placed by TELEPHONE quoting credit card details or by MAIL ORDER please make cheques and postal orders payable to THE UPGRADE SHOP 1 year warranty on all products (unless otherwise stated) 4 Months on repairs Prices subject to change without notice

UNIT F6, VENTURE HOUSE, CROSS STREET, MACCLESFIELD. CHESHIRE. SK11 7PG
MONDAY - FRIDAY 9 00AM - 6 00PM SATURDAY 9 00AM - 2 00PM
SAME DAY SERVICE AVAILABLE FOR UPGRADES AND MOST REPAIRS
PLEASE RING BEFORE YOU BRING
ACCESS DELTA MASTERCARD VISA SWITCH

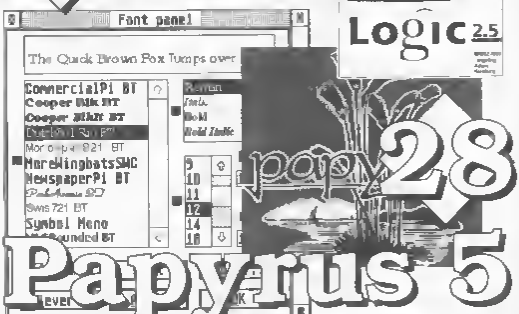
DELIVERY CHARGES
Small items under £60 00 please add £3 00 P&P Large items and orders over £60 00 add £7 00 courier charge Courier Pickup for Upgrades and Repairs £7 00



23 Games action

22

Making music 18



28 Papyrus 5

ATARI COMPUTING

Publisher Mike Kerslake

Editor Joe Connor

Art Editor Darryl Godsmark

Advertising Sales: Mike Kerslake

AICIG Team. Brian Stanton, Joe Connor, Al Goold, Andy Wilson, Sandy Thomson, Mike Kerslake, Neil Martin, Dennesh Bhabuta, Chris Good, Ilan Braby, Martin Milner, Norman Bland.

Contributors. Joe Connor, Shuming Lu, Xav Mark Wherry, Colin Monro, Kev Beardsworth, Neil Jones Rohwy, Martin Milner, Al Goold, Paul Jones, Mike Kerslake, Steve Llewellyn, Michael High, Martyn Tidd, Norman Bland, Colin Fisher McAllum, Richard Spowart, Chris Holland, Sandy Thomson, Neil Martin, John Fletcher, Michael Ruge, Jimbo Horney, Les Charles, John Stean, Jeremy Hughes, Roger Derry, David Stevenson, Roy Ardent, Rob Perry, Scott Fenshaw, Peter West, Ron MacDonald, Dave Hollis

EDITORIAL/ADVERTISING/GENERAL ENQUIRIES All editorial, advertising and general enquiries, along with letters and review material, should be addressed to the following points

Atari Computing "Rolo Rhelan" Overtan Crescent, Johnstone PA5 8JB SCOTLAND

Email atarcomputing@cix.co.uk or NeST:90:100315.0@nest.fln

Unfortunately we cannot enter into personal correspondence to answer Atari related questions although we will naturally do our best to help you through the Q&A section of the magazine. It would also be helpful if letters, subscription enquiries and editorial material were on separate sheets within the same envelope. Ideally letters and editorial material should be on disk in ASCII format.

SUBSCRIPTIONS ONLY Brian Stanton, 73 Benlinck Drive TROON Ayrshire KA10 6HZ, SCOTLAND

Atari Computing is published by the Atari Computing Group (AICIG). Whilst every care is taken in the preparation of this magazine, neither the publishers nor the AICIG can be held legally responsible for any errors. The views of contributors are not necessarily those of the editors or publishers.

Atari Computing recognises all copyrights and trademarks. Where possible we have acknowledged the copyright holder. No part of this publication may be reproduced, stored in any form of retrieval system or transmitted in any form by any means mechanical, electronic or otherwise without the specific written consent of the AICIG.

All rights reserved including translation into other languages. Copyright 1996/97 AICIG

Certain images in this publication are from the Softkey super art pack, and are ©1995 softkey International Inc. and its licensors.

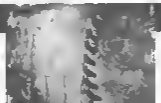
ABOUT THE COVER

Blade Runner

This darkly surreal montage was created by Colin Monro using Photoshop 4 on a 6500/40 Macintosh. Using a royalty-free scan of a circular saw blade as a starting point, it was converted to 256 greyscales. The Atari logo was created using Digital Art's Vektor under MagiCMac 2.11 and saved as an EPS file. Imported into Photoshop, it was then positioned to appear to be under the oncoming blade. This was done by pasting a copy of the blade onto the original and moving it until it slightly overlapped the fuji logo.

The original blade scan showed shadows under the saw teeth but these weren't dramatic enough so these were carefully removed and new ones added using Extensis PhotoTools, a graphics plug-in module for Photoshop. By using a Wacom ArtPad stylus together with PhotoTools level feature, the "hewn from rock" look of the logo was created. The background of the picture was then lightened to make the logo stand out further. Tiny scratches were applied to the "rock" logo and some of the saw teeth. Coarse airbrushing created extra corrosion effects.

In total the montage involved up to six teen layers and took about six hours to create.

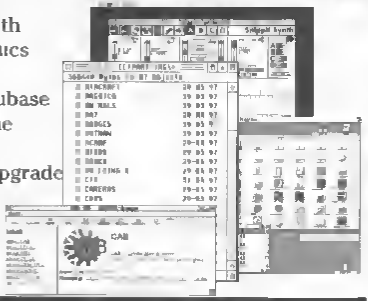


FEATURES

24 Show Diary
27 OLGA
32 CIX
48 Maggie
50 Atariphile

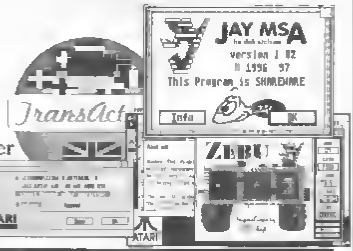
REVIEWS

11 Snippit Synth
13 DTP+Graphics
14 CAB 2
16 Guide to Cubase
17 ST Magazine
17 XChange
18 Logic 2 S Upgrade
21 Ease 5
22 Highlander
23 Billy Boy
28 Papyrus 5



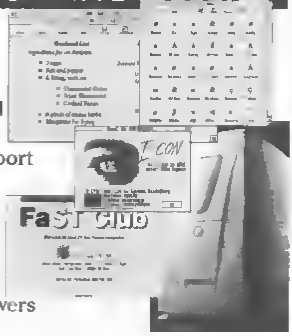
SHAREWARE

42 News
43 Zebuland
44 Stamps values
44 Gemar
44 Silkmouse
45 ResourceMaster
45 XURL
47 JAY MSA
47 TicTacToe



REGULARS

6 News
8 Readers offers
9 Letters
35 HiSoft Basic tutorial
36 HTML Coding
37 Enhanced joystick port
38 User group news
39 STOS Corner
39 Suggestive remarks
40 Site seeing
41 Reader disk
54 Questions and Answers



HAPPY BIRTHDAY!

Most of this issue was edited on holiday in Portugal. I managed to smuggle my Mac Powerbook past my wife and into my hand luggage loaded with a copy of MagiCMac and Everest. With nothing to do except drink beer, Sangria and eat fish while watching the kids play there was plenty of time for recreational activities!

Atari Computing is a year old already and, as promised, we've delivered you six issues and most of you have stuck with us for which I'd like to thank you all.

We're often asked how long we can keep going and I always reply it's up to you and there's plenty of ways to make a difference. On a daily basis being online is the best way - a quick glance in the Q&A pages should tell you that's where the real action is. We're even negotiated a special deal from CIX to tempt you so there's never been a better time to take the plunge.

Nothing beats User Group meetings for sorting out problems so why not get involved - all you have to do is turn up and if you want to start a new group there's plenty of help available. Our User Group section is standing by offering free publicity.

My favourite way of keeping my enthusiasm going is attending shows - but it only works if enough of you come along! A lot of effort goes into organising shows so do make the effort to come along and support all the hard work put in by Mike Goodman and the exhibitors. Take a look at our Show diary feature then pick up the phone and order your tickets for the October shows - see you there?

Joe Connor

Atari Computing back online!

Due to unforeseen circumstances Frank Charlton has not been able to update our original web pages so we've moved over to Zetnet. We intend to offer visitors regularly updated pages so do stop by and take a look. Let us know what you'd like to see online.

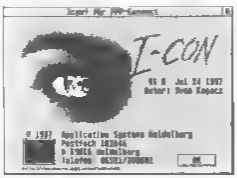
URL: http://www.users.zetnet.co.uk/ataricomputing/
Email: ataricomputing@zetnet.co.uk

CAB v2.5

CAB v2.5 should be available about now. The cost of this new version will be $29.95 with upgrades for existing CAB v2.0 owners costing $15.

CAB v2.5 can merge NetScape and Microsoft Explorer bookmark files into the hotlist with most of the new features centring around lots of new modules:

- Download module. Handles binary files.
- Steganography module. Hide cryptic messages in HTML pages.
- AutoSurf module. Download entire websites automatically.
- Cache tools. Extract and view files in the cache without having to wade through those cryptic filenames!
- Hotlist checker. Checks which hotlist entries have changed or are no longer accessible.
- CABalog module. Creates image catalogues automatically.



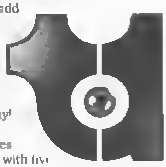
The increased price for CAB covers the inclusion of PPP Connect, a TCP/IP stack and alternative to STiK/STiNG which enables Atarians to connect to the internet using PPP (SLIP is also supported) for the first time! All configuration takes place from a GEM dialog and it's straightforward to setup with no ASCII configuration files to contend with! PPP Connect is programmed by Sven Kopacz who also programs WinCom. PPP Connect requires a pre-emptive multitasking OS which means MagiC, MultiTOS, N.AES and Mint are all fine but Geneva cannot be used.

System Solutions

CAB is published by ASH and distributed in the UK by System Solutions who offer discount to InterActive registered CAB users. For more details check their ad in this issue.

Sales office: 113 Arthur Road, Windsor, Berkshire, SL4 1RU
Head office: 17-19 Blackwater Street, East Oulwich, London, SE22 8RS
Email.
Sales: sales@system-solutions.co.uk
Quotes: atari-quotes@system-solutions.co.uk
Technical Support:
Software.
atsoft support@system-solutions.co.uk
Hardware
athard support@system-solutions.co.uk

Nomai CD-ROM prices wrong!



Titan forgot to add the VAT to the Nomai prices in this issue but will honour these prices as VAT inclusive anyway!

All Nomai re-writable drives come complete with five free recordable CDs, two re-writable CDs and PC software. The kits also include an Advansys SCSI controller card with cabling for PC.

Oolleva offer?

Titan Designs can supply the HADES computers from Medusa Computer Systems starting from $1299.00 including VAT. For this you get:

- 32/64MHz Motorola 68040 processor
- 2.1Gb Enhanced IDE hard disk drive
- 16Mb memory (60ns EDO) upgradable to 1Gb
- ET6000 graphic card with 2Mb Video memory
- 1.44Mb floppy disk drive
- SCSI cabling, internal/external ports
- Tower case, complete with PC keyboard and mouse
- 4 PCI slots, 2 ISA slots, 1 VME slot, 8 SIMM sockets and TOS 3.06M

Faster Nemesis!

The next batch of Nemesis boards will support a 50MHz clock oscillator which raises the highest speed by 4%. The 40MHz oscillator will remain the standard option. Titan sold out of Nemesis boards but by the time you read this they should be back in stock.

ST LIBR 97

This new ACSI to SCSI adapter for the ST/STe/TT range features a new interface which supports all the latest SCSI standards and devices. Cost $49.95.

Geneva updated

Geneva, the multitasking OS programmed by Gribnif software has been updated. A demo version and a release 006 patch archive is available for download from CIX or Gribnif's webpages, which can be accessed via the Titan webpages. Geneva remains at $59.95 or bundled with NeoDesk 4 for $79.95.

All prices include VAT but carriage is extra, so please call Titan before placing an order.

Titan Designs/Black Scorpion Software
6 Witherford Way, Selly Oak, Birmingham, B29 4AX, England
Tel: +44 (0)121 693 6869
Fax: +44 (0)121 414 1630
Email: 100345.2350@compuserve.com
URL: http://ourworld.compuserve.com/homepages/TITANWEB/

Free Atari Computing!

Ronald J. Hall, SysOp of the DarkForce BBS in the US has come up with a cunning plan. He's going to pick one Atari caller at random each month and give them a three month subscription to Atari Computing absolutely free! All it takes to qualify is one phone call - even if you just logon, take a quick look around and logoff. Ronald is challenging other Atari SysOps to match his offer!

The first DarkForce winner will be announced at the end of August and the end of each month thereafter. May the force be with you Ronald!

Email: thechyld@pcc-uky.campus.mci.net

Messe 97!

The world's largest Atari show will take place the town hall in Neuss, Germany on the Saturday 4th and Sunday 5th of October 1997. The doors will open at 10am and close at 6pm both days.

Neuss is very close to Düsseldorf so if you're travelling long distance

head there first. Once in Neuss look for the signs to the Stadthalle and special show signs.

Around 50 exhibitors from all over Europe are expected to attend with plenty of products making their debut at the show.

Milan
YOUR Personal-Computer

Amongst the highlights will be the Milan TOS compatible computer sporting a Motorola 68040 CPU running at 66MHz. PS/2 EDO memory from 1Mb to 512Mb, an enhanced IDE controller for up to four IDE units, four PCI and three ISA slots running a modified TOS 3.06. Add on SCSI and Falcon compatibility cards are expected to follow. A complete system including graphic card, 8Mb memory, 270Mb-540Mb keyboard and mouse will be 1499 DM approximately (ex $550).

The Phoenix TOS compatible computer is also expected to be presented by French company Centek. UK companies expected to attend include Titan Designs, 16/32 Systems and Atari Computing. We'll be promoting the magazine and news gathering for future issues so if you're attending the show please do come and say Hi!

ST Applications offline

FaST Club

The online version of ST Applications has been discontinued. Subscribers to the online version will have their subscriptions to the printed magazine extended accordingly. This doesn't signal a move away from the Atari scene; in fact the FaST club's web site is being relaunched on 1st September 1997 featuring "A truely interactive and constantly updated web site" - should be well worth a hotlist entry!

UVK v7.0

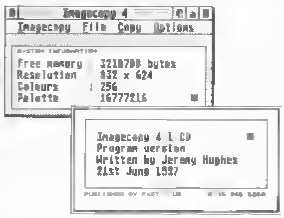
The Ultimate Virus Killer (UVK), formerly distributed in the UK by Douglas Communications, is now handled by the FaST club. UVK v7.0 is available now for £9.95 (an introductory saving of £3 off the RRP of £12.95). Upgrades from any previous version are also available for just £2.95. Enclose original master disk with order. Here's a few new features:

- Recognises and destroys the Pharaoh and Carpe Diem viruses along with over 100 other bootsector and link viruses
- Gemulator and MagiC! compatible

- 200 innocent new bootsectors added: a total of 737 bootsectors can now be restored from 1830 recognised

Imagecopy 4.1

This latest update includes far too many new features to list here but here's a few highlights:



- New read image formats supported: AFX blocks, XBM images and 320x200 XGA images
- Support for the AV protocol: Drag&Drop and Iconification
- IMGs can be saved in VDI palette order: custom palette support
- Image grabs can use GEM routines instead of LineA routines: ideal for use with emulators
- The top window, with or without border gadgets, can be grabbed automagically
- New options to catalogue images: Ideal for keeping track of clip art CDs
- All known bugs eradicated!

Imagecopy 4.1 costs £24.95 (or £29.95 for a version which additionally supports the PhotoCD format). Upgrades from Imagecopy 4 cost £4.95. Upgrades from Imagecopy 2, 3 or 3.5 cost £9.95. Upgrades from Imagecopy 1 or 1.5 cost £14.95. Master disks do not need to be returned if upgrading from Imagecopy 4 - for all other upgrades return master disk one. A new manual costs an additional £2.95 and £1.25 post and packing should be added to all orders.

FaST Club, PO BOX 101, Nottingham, NG2 7NN
Tel: +44 (0)115 945 5250
Fax: +44 (0)115 914 0545
Email: stclub@cix.co.uk
URL: http://www.cix.co.uk/~sta/

1997 Adventurers' Convention

Date: Saturday 11th October 1997 9am - 6pm
Venue: The Royal Angus Thistle Hotel, Birmingham

This event is now in its 8th year and attracts adventure game enthusiasts from all over the UK. The convention caters for all formats and if you want to bring along hardware and/or software to sell tables are provided.

Snippets

Floppyshop changes

Floppyshop have moved their website to Zetnet and the new webpages are now active. The site includes full ST and Falcon catalogues along with demo versions of their commercial releases.
URL: http://www.users.zetnet.co.uk/adelaney/downloads.html
Email: adelaney@zetnet.co.uk

Atari Angst?

Who you going to call? Try Dannie Colquhoun. He's prepared to help readers with Atari technical problems.
Dannie Colquhoun
Atari Help Line (UK), 59 Greathill Road, North, Edinburgh, EH4 2RZ
Tel: +44 (0)131 332 9323
Fax: +44 (0)131 334 6366

Alive & Sicking!

Fans of Vanessa Mae may be interested to know the notes on her album credit: Atari computers. She joins the huge list of musicians that have used, or still use, their Ataris to make music. Here's just a few: KLF, Tangerine Dream, Front Line Assembly, Jean Michel Jarre, Camouflage, Yes and 808 State.

There is a band in Sweden called "Just D" that released a song called "Our Atari". And recently an audio engineer interviewed in EQ magazine claimed Cubase Audio Falcon was his "secret weapon". He devoted a whole paragraph to talking about what it could do.

Rap group Rebel MC like Ataris so much they even included the lyrics. "Wait a minute while I reset the Atari" in one of their tracks!

At least one machine for nearly every computer format should be up and running on the day. They'll be a Megapoints competition running throughout the day which involves playing a text-based adventure game called "There's a hole in my bucket!". The adventure is programmed by Karen Tyers and it runs on Spectrums: you have 20 minutes to score as many points as you can. Prizes will be awarded to the three adventurers who score the most points.

Tickets are available now priced at £6 per person. Ticket application forms can be ordered from:
Email: larry.horsfield@explosion.nemesis.co.uk
Larry Horsfield, 40 Harvey Gardens, Charlton, London, SE7 8AJ

News? Gossip? Why not let everyone in on the secret - send it to us at: Atari Computing, "Rois Bheinn", Overton Crescent, Johnstone, PA5 8JB, SCOTLAND. Email: **atarcomputing@cix.co.uk** or **NeST 90:100/315.0@nest.ftn**

ATARI COMPUTING Subscriptions and reader offers

Subscription	UK	EUROPE	USA	OTHER
3 Issues magazine only	£ 9 00 ☐	£11 50 ☐	£12 00 ☐	£13 00 ☐
3 Issues with Reader Disk	£15 00 ☐	£17 50 ☐	£18 00 ☐	£19 00 ☐
6 Issues magazine only	£18 00 ☐	£23 00 ☐	£24 00 ☐	£26 00 ☐
6 Issues with Reader Disk.	£30 00 ☐	£35 00 ☐	£36 00 ☐	£38 00 ☐

Photocopies or details written on plain paper are acceptable.

All prices in Sterling Please send me Atari Computing starting with issue _____

Name _____

Street _____

Town _____ Postcode _____

Country _____

Telephone _____ E-Mail _____

I enclose a cheque/postal order (UK only) Sterling Eurocheque/Post Office payment (Europe), Sterling Post Office Payment/International Money Order (Commonwealth) or an International Money Order (Rest of world) for £

Please make all funds payable to the "Atari Computing Group"

Data Protection Act 1984 I consent to The Atari Computing Group holding my subscription record on computer I also consent to this information being disclosed to other members of The Atari Computing Group I understand my entry is available for inspection under the provisions of the UK Data Protection Act 1984

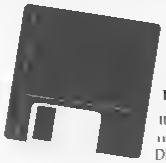
Signature _____ Date _____

Return this form with payment to Atari Computing (Subscriptions) 73 Bentinck Drive TROON Ayrshire KA10 6HZ, Scotland United Kingdom

READER DISKS

Reader disks are now available on an issue-by-issue basis for just £2 50 inclusive of UK post and packing £2 75 Europe and £3 00 Rest of World

Please make all funds payable to the "Atari Computing Group" and send orders to Atari Computing, Reader Disk Order, "Rois Bheinn" Overton Crescent, Johnston, PA5 8JB, SCOTLAND



UK Cheque/postal order
Europe. Sterling Eurocheque/Post office payment
Commonwealth Sterling Post Office Payment/International Money Order
Rest of world International Money Order

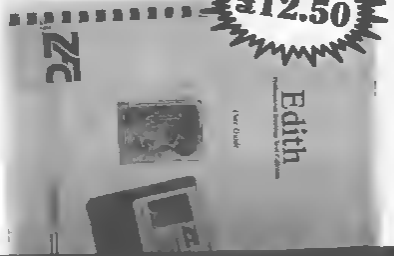
If your copy of Atari Computing is delivered from one of our distributors please obtain your Reader Disks from them

EDITH PRO OFFER

£12.50

Now available direct from Atari Computing!

Following our inclusion of **Edith Pro** the ex-commercial and fully featured text editor, on our Reader Disk we can now supply the official **70 page comb bound A4 manual** and labelled master disk for just **£12.50** including UK postage and package Contact us for postage costs outside UK



Read all about this excellent program in the giant text editor review in issue 4 of **Atari Computing** where it received a sparkling recommendation from our panel of experts

Send your cheques (payable to Atari Computing) to ATCG Edith Pro offer "Rois Bheinn", Overton Crescent Johnstone PA5 8JB. And remember to include your address.

Letters

Plain speaking

Ours is a good platform but as it gets older, bits of the platform keep falling further behind and this leads to more people abandoning ship. To help maintain it, I would urge authors to write documentation we can all understand.

My Mega STe has to work - hard! I use it for MIDI and it puts in a lot of hours. I have neither the time nor the inclination to plough through reams of instructions written in Esperanto which assumes my computer knowledge qualifies me for a senior position with NASA.

Recently I decided to take the plunge and get a modem. With a great deal of help from Jim Hornby of the Wrinklies Club, I got to grips with CIX conferencing and email and suddenly the world was my lobster.

Flushed with success I downloaded the World Wide Web archive to checkout what the internet was all about - well, I'm still wondering!

Read all the documentation files it says! They are scattered all over the place like confetti in a church yard. There are over 150 files to wade through to find them all - I know because I noticed the number when I dumped them all in the trash can! Call me a luddite but I really did try, yet I was completely unable to get it up and running.

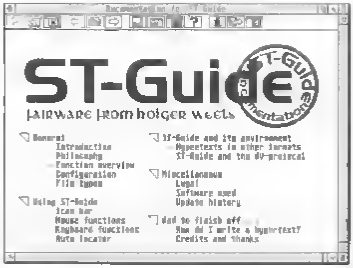
So here's the point of this sad tale: I want documentation which tells me how to use the program - much like the instructions which accompany modelling kits. I don't want to know how it works, I don't even want to know why it works, I just want to use it.

I don't want my Atari to be like a vintage car that you tinker with, repair, tune up and polish, but never drive more than five miles. I want the convenience of a modern car - fill it up, get in and drive - is that really too much to ask?

Eddie Gray via CIX

We may well be into the twilight zone of our platform but with the introduction of ST-Guide the quality of useful documentation has never been better. On the other hand Eddie is absolutely right to emphasise the need for non-technical instructions.

The world of comms is notoriously tricky for beginners to get to grips with but we know it works. Hundreds of Atarians are already out there somewhere.



Competition between web browsing packages from Oregon Research, the French WenSuite package and PPP-Connect for CAB 2.5 should lead to easier web access.

Keep the faith

I am writing to anyone thinking of switching to a PC - you don't have to!

My two kids, like most nowadays use a computer for project work at school. I'd been thinking about buying a PC to enhance the quality of the work they could produce.

With the latest PCs aimed at home use costing well over £1000 - plus extra for a printer and bearing in mind it will undoubtedly be outdated next year - I thought perhaps I was working at the problem from the wrong end and started to consider upgrading my Atari based system.

I spotted the Protext re-launch in AC#3 and ordered a copy - taking its re-launch as a good omen for my upgrade plan. This latest version is a revelation - full of features I expected to have to buy a PC to get! Protext has a real-time spell checker, a Thesaurus, colour image support (GIF and IMG), print preview, different coloured text output, import/export options including RTF and much more.

I'm running this all from floppies on a 2Mb STe machine with the dictionary loading from reset-proof RAM disk and the Thesaurus on my saved text disk and it all seems to work as fast as the average PC.

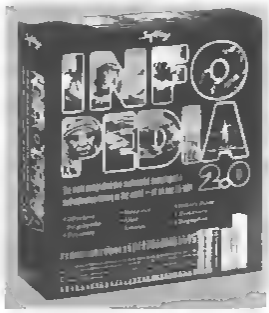
Having saved myself a grand I splashed out on an Epson Stylus 100 Colour inkjet. I choose this model because both Protext and Imagecopy have dedicated printer drivers. I looked at several Windows printers but understand they're not suitable for use with Atari systems because they don't include any bitmapped fonts at all.

On my system I settle for 360x360dpi output - although the printer is capable of 720x720dpi if I had more memory. The improvement over my old dot matrix is astonishing - near laser quality. I was also pleased to find older programs such as Write-On and Timeworks include drivers to support this printer.

OK, so we can't use Encarta but in two years time my Atari will be no more obsolete than the current crop of Pentium PCs!

Mick Smith, Worthing

That's true. A ten year old Atari machine can run a pre-emptive multitasking operating system - Windows and Mac OS users are still waiting for this! With a few relatively inexpensive upgrades Atari machines can take advantage of the latest peripherals.



As for not being able to use Encarta, take a look at Infopedia developed by Homa systems. This enables a selection of PC based CD-ROMs to be read on the Atari platform.

Letters and editorial contributions should be sent to:
Atari Computing, 65 Mill Road, Colchester, CO4 5LJ
Email: acg@inactive.compulink.co.uk

Build Your Own 68060 TT Clone!

Do It Yourself & Save Big!!!

Direct 40 Direct 60

Look at what is new at Computer Direct!!!

Link 97

$129 US $169 Cdn

F.A.D. Audio

$289 US $399 Cdn

aixTT-RAM

$189 US $269 Cdn

Nemesis

$110 US $144 Cdn.

Thoughtl

$99 US $139 Cdn

Apex Intro

$69 US $99 Cdn

Videlity

$35 US $49 Cdn

Texel

$99 US $139 Cdn

Ease v5

$69 US $99 Cdn

Papyrus v5

HD Driver v6

In Touch v2

$ US $79 Cdn

Computer Direct

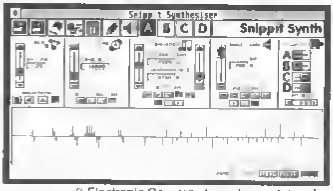
10338-59 Ave. Edmonton, AB., Canada. T6H 1E6

Tel: 403-496-2488 Fax: 403-496-2489

Visit us on the Internet! www.compdirect.com e-mail: info@compdirect.com

Snippit Synth

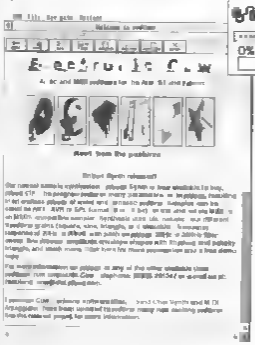
Mora baafy sounds from tha Electronic Cow? Shluming Lai makas a ruling on this naw sampla-synthasis tool...



⇧ Electronic Cow maintains its reputation for slick user interface design

Electronic Cow's infectious enthusiasm for all things musical is apparent - observe its rapidly expanding range of weird and wonderful programs by designer programmer musician and writer Danny McAteer

Following in the footsteps of Sound Chip Synth and MIDI Arpeggiator comes the interestingly-titled Snippit Synth In a similar vein to Sound Chip Synth Snippit is intended for generating sound samples but the major difference here is the technique used While Sound Chip Synth produces sounds modelled on those typical of the ST's Yamaha YM2149 programmable sound generator Snippit is based on a radically different approach known as granular synthesis



⇧ Visit the Electronic Cow web site for updates information and some freebies

The physicist Dennis Gabor first described the theory of granular sound representation in his paper "Acoustical Quanta.." circa 1947 In essence the acoustical quanta he describes is the limit at which an isolated sonic event becomes indistinguishable to the human ear as such

A single event in Snippit consists of two complete cycles of a preset waveform of which there are four to choose from Sounds can have up to four "chunks" basically four distinct phases each with its own unique parameters These govern the number of events (grains) per chunk their distribution over the given time (for example even or with a bias towards the start or end of the chunk) fundamental frequency and dispersion limit for frequency sweeps Yet more buttons determine the direction of the sweep and its shape

⇧ If you've got an SDS-compliant sampler look for this dialog

Yes it is definitely quite hairy to begin with and gets several times worse if tuning is brought into the equation more of that later! Like real synth programming it takes a lot of experimentation to get a particular sound and even then it may not be the "right" one because the synthesis model will not allow it However an enormous potential still exists due to the number of parameters which can be tweaked

The master disk includes example sounds which show how versatile Snippit can be especially the FM-synth string and analogue style bass, which are very nice indeed More complex sounds are within reach by use of all four chunks Cross-fading between chunks is variable between 0 - 50%

Danny has anticipated Snippit will appeal to a wide audience Including professionals so samples can be generated in 16-bit resolution and dumped to another device via MIDI Tracker musicians may also find Snippit useful For use in either of these applications, there's a basic problem of tuning which remains to be overcome To use a sample as a musical sound obviously requires it to be correctly tuned but while the fundamental frequency is clear as day all the other parameters can and do totally change the perceived pitch Until Danny works out the horrendous maths behind it, samples currently have to be retuned by ear! I understand a resampling program is currently in the works but I feel some kind of resultant frequency control within Snippit is necessary

As far as the program itself is concerned no major gripes It's intuitively laid out very stable and works quickly Possibly the worst thing is the sliders - they have a large range so setting a particular value can be long winded Input edit fields are planned along with a whole host of extra features - remember this is only the first release!

Overall Snippet is a useful well-implemented program It's by no means a replacement for a full blown professional synth more of an interesting additional source In common with most modern GEM software keyboard shortcuts and ST-Guide hypertext help files are included. I look forward to the forthcoming updates ●

SNIPPIT SYNTH

Publisher
Electronic Cow
Tel +44 (0)1426 281347
Email Electronic cow@dial.pipex.com
URL http://dspace.dial.pipex.com/town/terrace/electronic cow/cownel.htm
RRP £16.00 + £1.50 P&P

Requires
Any Atari STe or above for sample playback, 1Mb memory 640x400 resolution (ST high) or higher

Pros
Snappy operation user-friendly

Cons
Lack of tuning and envelope shaping

83%

Atari Shows 97

Birmingham
Saturday
18th October
Maxxman Suite
Motor Cycle Museum
M42, Junction 6
Birmingham
(5 minutes from Birmingham International Rail Station, 2 miles from the Airport)

Both Shows From 10am to 5pm
Admission - Adults £5 before 2pm £3 after
Children under 16yrs £1 all day
Booking not required, pay on the door

All the usual exhibitors, user groups and disk mags expected

London
Sunday
19th October
Kew, Syon & Hampton Suites
Osterley Hotel
764 Great West Road
Isleworth, Midd'sex.
(5 miles from M4 exit 2 or 3. Approx 1 mile from Osterley Tube Station)

Games & Pastimes	Cost
Badlands Pete	3.95
Atari Backgammon	3.95
EGO Puzzler	9.95
Ten Star Games Pack	14.95
Family Curriculum	19.95

Graphics	Cost
Hyperpaint II	4.95
Grafix Art Tutor	9.95
IMPront	9.95
Cyber Paint	9.95
Technobox Drafter	24.95

Miscellaneous	Cost
Microswitch Joystick	9.95
Joystick/Mouse Extension	3.95
25 Ex Software DS/DD	5.95
Technoplus Mouse Mat	1.95
1/2 meg STE Upgrade	4.95

Prospero C Language Set
19.95
Includes, C Language, C Library, AES & VDI Bindings, complete with four individual manuals

Word Extract
6.95
For all Word Puzzle Fans. This is the full version on four disks. Find anagrams, palindromes, extract words etc

Prospero Developers Kit
19.95
Includes K Resource, Comprehensive Manual, Developers Workbench, 68000 Macro Assembler, etc.

Tel: 01782 335650 - Fax: 01782 316132
Visa, Mastercard & Switch Accepted

Or Post to:
Goodman's
16 Conrad Close, Meir Hay Estate,
Longton, Stoke-on-Trent. ST3 1SW

the Atari Reference Guide
to public domain and shareware

Still Only £2.95 Incl P & P

The comprehensive new annual guide to all the best Atari PD & Shareware. Supplied in loose leaf format, pre-drilled, ready to fit into your A4 binder. Features many NEW titles

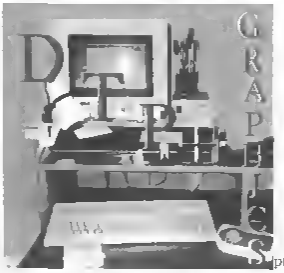
Post and Packing applies to the total value of your order. Below £19 add £1.25 - Above £19 add £2.50

DTP+GRAPHICS CD ROM

Al Goold reviews this latest CD-ROM from Floppyshop...

"DTP+GRAPHICS is big. Really big. You just won't believe how vastly, hugely, mindbogglingly big it is. I mean you may think it's a long way down the road to the chemist, but that's just peanuts to DTP+GRAPHICS."

(With apologies to Douglas Adams & Hitchhikers guide to the Galaxy)



Problems and solutions...

The first "problem" with CD-ROMS is their size. This presents the practical problem of finding your way around and with thousands of files on each CD-ROM it's easy to miss something.

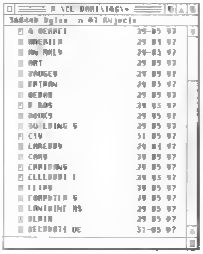
To make it easier to navigate DTP+GRAPHICS there is a folder called DIRECTORY inside the _CATALOG folder which contains both ST/STe and TT/Falcon catalogue programs and text files which describe the contents. Each main folder also contains a README.1ST file which describes what is contained in it and, just for good measure, a DIR.TXT file which shows the entire directory structure.

The second "problem" with many CD-ROMS is the language barrier - most software and documentation is typically German. Wearing my "good European" hat I know we should all be learning a second language and I shouldn't complain when I don't understand "foreign" CD-ROMS.

However, the reality is I'm not the only one so I'm pleased to report DTP+GRAPHICS is around 90% English. In addition, two different German to English translation programs are provided on the disk for anyone wanting to get to grips with the remaining few files.

What's on it?

What appears to be the entire Floppyshop collection of clip art, DTP support programs, printer utilities, printer drivers, word processors, image processing packages, fonts, vector graphics packages and non-commercial graphics packages for starters!



There are over 3 600 fonts and over 8 000 items of clip art. There are almost 1 200 Calamus fonts, 500 TrueType fonts, over 400 PostScript and hundreds of Signum and GDOS fonts. The clip art folders are categorised into logical sections and Floppyshop claim to have weeded out any duplicate clip art - I certainly never found any.

There are over 5 400 mono IMG files, some of which are among the highest quality I have seen. There are also hundreds of GIFs, PCXs and over 800 GEM Metafiles. In total the clip art and image folders contain over 10 000 items totalling over 270Mb.

Additionally there are templates for Calamus PageStream Publishing Partner and Atari Works including almost 300 printer drivers (mostly for First Word/Wordplus but also a number of SpeedoGDOS drivers including 600/720 dpi drivers for the newer Epson, Hewlett Packard and Canon printers) and over 120Mb of graphics related programs and data files.

For anyone who does any DTP work at all, DTP+GRAPHICS is amongst the best CD-ROMS available

Fillers?

Floppyshop have also included a large number of animation files and although these are of little use in a DTP situation, they make interesting viewing. Finally there's a folder containing save disabled versions of Floppyshop's commercial titles along with complete versions of Degas Art part 1, 2 and 3, Xlator and Family Roots v1.

Conclusion

For anyone who does any DTP work at all, DTP+GRAPHICS is amongst the best CD-ROMs available and very good value for money. I would have liked and been prepared to pay extra for a printed catalogue of the clip art and fonts. ✪

SHAREWARE

Much of the content of DTP+GRAPHICS is non-commercial so do remember to register whatever programs you find useful. Some programmers only want a postcard just to let them know people are finding their program program useful. It's also the best way to keep programmers interested in the Atari platform.

DTP+GRAPHICS CD-ROM

Publisher/Supplier
Floppyshop
PO Box 273, Aberdeen, Scotland
UK, AB15 8GJ
Tel: +44 (0)1224 586208
email: sdelaney@zetnet.co.uk
Cost: $35.00 + P&P

Pros
The sheer quantity of files to choose from, layout and directory structure, mostly English.

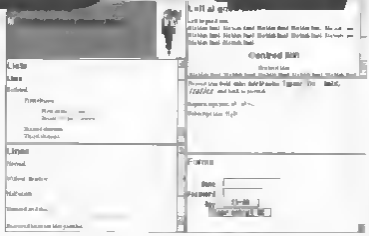
Cons
A printed catalogue would have been the icing on the cake.

Statistics
Total size: 643Kb
Number of files: 27 628
Number of folders: 1 135

94%

CAB 2

With the release of version 2 CAB changes its status from freeware to commercial, Kev Beardsworth takes it for a spin...



The survivability of the Atari software market never ceases to amaze me. As new features are bolted on to the PC and Mac platforms you can be sure someone is scheming to implement similar features for the Atari platform - I remember reading the scramble to get on the web would put the last few nails in the Atari coffin. Happily, with the benefit of hindsight such a statement seems ludicrous and it's largely thanks to the creation of one piece of software, originally named HTML Browser now called the Crystal Atari Browser or CAB.

CAB is programmed by Alexander Clauss who also programs OCR and the CD-Player utilities all three are excellent examples of easy to use yet powerful applications and amongst the best software packages ever to grace the Atari platform. CAB used in conjunction with STiK or MiNT and a CAB.OVL file, can make the web your playground.

CAB 2 contains many improvements over the freeware releases although many of them are not immediately obvious. First the parser which turns HTML code (whether downloaded from the Internet or read from disk) into the pages displayed on screen has been completely re-written to support frames - the most serious limitation of the freeware releases (See boxout) and has injected a healthy speed improvement in the process.

CAB is amongst the best software application ever programmed for the Atari platform

For anyone undertaking web authoring on the atari platform the inclusion of OLGA support was another exciting addition which makes creation of web pages in conjunction with applications which support OLGA a cinch (Texel, QED, Everest, Kandinsky etc). So long as you're running a multitasking environment you can edit your web pages using any OLGA compliant application and a save operation signals CAB to update its display to match - WYSIWYG!

⇑ With BubbleGEM installed, instant help is only a right mouse click away.

Newcomers to CAB will enjoy BubbleGEM - right click on any buttons, text fields or icons and a neat speech bubble appears revealing that objects secrets. Although BubbleGEM is designed to work in a multitasking environment it will work under SingleTOS installed as a desktop accessory (Ed: Both BubbleGEM and OLGA were covered in AC#5 and included on the Reader disk).

To tidy up the CAB folder a separate MODULES folder has been added where all the ancillary utilities for use with CAB can be stashed. These include:

- CAB.OVL, two different modules are available: one for use with STiK the other for MiNT
- CAB_JPEG.OVL to handle JPEG images internally
- GEMJing, a sound utility, programmed by G+tz Hoffart which supports the following formats: WAV (Windows), DVS (WinRec), AU and SND
- Cached, a utility programmed by Manfred Ssykor designed to make it easy to manage the cache

I WAS FRAMED!

Frames where developed by NetScape. Frames enable the main viewing window to be divided into a number of smaller, individually controlled areas.

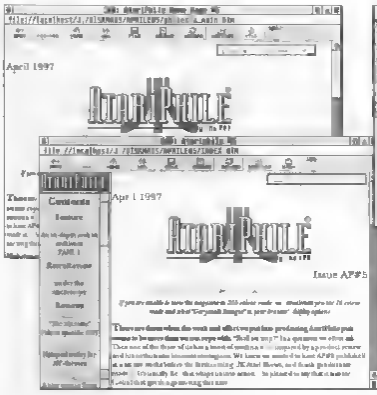
The main advantage offered by frames is the ability to display the contents of a website in one frame all of the time and use other frames to display the contents. This makes it easier to navigate a complex website without constantly reloading the Home or Contents pages. Unfortunately, frames do run counter to the spirit of the HTML specification, which was designed to enable HTML compliant webpages to be displayed on any HTML compliant browser.

Once you've added frames to your site you exclude anyone using earlier versions of CAB and many other browsers - but there is a solution.

Web authors can design dual format webpages - these detect whether the browser supports frames and displays the appropriate pages. I would encourage all web authors to take this dual format approach - although for anyone using CAB 2 it's no longer an issue.

System scenarios

In the UK, CAB 2 is supplied one a single floppy, complete with A5 manual including a smart colour cover put together by Rob Perry. An installation program personalises your copy and installs the files onto your hard disk. In theory it's possible to run CAB online from floppy drive but it's not something I'd recommend. With the low cost of RAM upgrades and hard drives it's well worth upgrading your system if you intend to use CAB online. For maximum web surfing satisfaction access to colour resolutions really do add another dimension but CAB works fine in monochrome, in 16 colour



⇦ Here's the dual format AtariAnswers disk magazine pages displayed with and without frames

⇧ The main CAB display dialog. Frame support can be toggled here - the decision is yours

resolutions CAB has to dither colour images which not only looks terrible but also eats processor time. To alleviate this CAB offers an excellent greyscale display mode which is recommended for use in 16 colour modes. Browsing in colour is really only practical in 256 colour resolutions or higher.

Once installed you should check each of the CAB option dialogs in turn and adjust them to suit your system. The Font selection dialog requires normal, bold, italics and bold plus italics fonts to selected for body text, headings and pre-formatted text - twelve selections in total. The manual recommends using vector font families but you can get away with the built in system font (or other GDOS fonts) using the bold and italics toggle options to make up your selection. It's also important to set the path and size for your internet cache. Although it should be possible to re-use an existing cache I'd recommend creating a new cache because a number of people have reported problems after updating an existing cache.

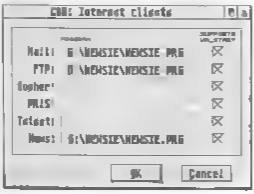
The major new feature in this release is frame support which can be toggled on/off via the Display dialog. Leave frame support on unless you have a good reason not to - you'll notice less window gadgets.

Other visible changes have taken place in the main CAB window. The toolbar icons have been redesigned using colour and new features have been added. Toolbar icons can display text only, icons or both (the default).

⇧ Click on the About dialog to display this "hidden" page containing of useful extra details

Most web pages include links or URL's to FTP sites. Email and News servers and these can all be supported via the CAB Internet clients dialog. Select the paths to specify which external programs to use and CAB will call them as required. Currently the freeware program Newsie, programmed by John Rojewski, is proving popular because it includes Email, News and FTP support and when called via CAB displays the appropriate window ready to use.

⇩ Using the Internet clients dialog you can tell CAB which external programs to use



Online

After many hours of testing I'm pleased to report CAB 2 is a vast improvement over v1.5 (which still remains available and supported as an entry level freeware program).

The immediately noticed CAB 2 is much faster - the little clock progress indicator displayed at the left hand end of the info line zooms across the screen compared with earlier versions. Text can also be downloaded before any graphical elements which means you can scroll the page and follow links to other pages without waiting for every image to arrive, this feature alone saves a lot of download time.

CAB 2 supports more HTML table commands than before so tables look much more impressive - certainly on a par with other browsers.

It's clear a great deal of time and energy has been poured into CAB development and (having seen the latest beta in action) I'm delighted to report there's plenty to look forward to in the pipeline. I can easily sum up my thoughts about CAB2.

CAB is amongst the best software application ever programmed for the Atari platform. It stands alongside programs like Papyrus and Calamus as one of those programs by which others will be judged. ✪

CAB 2

Publisher
ASH

UK distributor
System Solutions
Contact: +44 (0)181 693 3355
Cost: £19.99 (or £13.99 if you previously registered CAB or the Internet Access Pack via InterActive)

Requires
Any Atari, 2Mb memory minumum, hard disk recommended

Pros
Amazingly cheap, succinct manual

Cons
Not a one-stop online solution (requires separate OVL file and STiK or MiNT)

95%

The Fast Guide to Cubase

Neil Martin reckons you can speed up your sequencing with the help of the most elegant Cubase companion yet published.

I don't much like computer program manuals and I suspect I'm not alone. If manuals were written in a concise, engrossing and entertaining style and they could always be opened to the required page and offer useful advice without wading through acres of trivia then just maybe my attitude would be different but it was considerable scepticism I opened my copy of Simon Millward's The Fast Guide to Cubase.

I was impressed with the bright cover design, the good quality white paper (130 pages) and excellent print quality but it wasn't long before 'Oh dear, not another overview' flitted across my mind as I began to read the introduction. I was surprised to find the lightweight, readable style held my interest. I wasn't too sure about the 'Cubase Universe' as Simon describes it, but the way it clarifies the internal structure of the Cubase system prevailed over my initial dubiety. This book is not primarily intended to be read from cover to cover but, for someone with a working knowledge of Cubase, the experience of doing so is both lucid and fascinating.

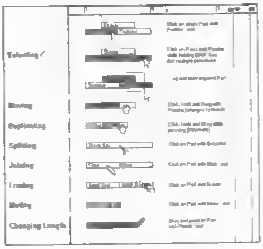
CHAPTERS

- Arrange Window
- Key Edit
- List Edit
- Drum Edit
- Control Functions
- Score Edit
- Logical Edit

The book's layout has obviously received a great deal of attention. All paragraphs have a bold header identifying their subject matter and they are separated by enough white space to ensure pages do not appear cluttered. Almost every page has one or more hint/tip boxout with all the most useful hints and tips presented in this way so finding them again at a later date is a simple matter.

There are plenty of clearly labelled screenshots, all of which are relevant to the text. Die hard atari enthusiasts (in other words, readers of this magazine!) will notice that the screen grabs are mostly not from the atari version of Cubase. The book caters for a generic version of Cubase without troubling us with platform specific differences. It was written using the atari version as its main reference and, in fact, all of the grabs were originally submitted to the Publisher in atari format.

The book's layout has obviously received a great deal of attention



↑ Illustrations like this one make The Fast Guide to Cubase the slickest computer "program guide" I've seen, ever!

The Fast Guide to Cubase is smartly organised into chapters (see Chapter Titles), each dealing with a different part of the Cubase Universe. Somehow Simon manages to mention a huge number of short-cuts without resorting to lots of lists (my pet hate as far as manuals go). He also describes many useful techniques for dealing quickly and easily with recording and editing.

With the help of this book, a complete novice to music sequencing could be using Cubase at an acceptable level of competence within less than an hour. But don't think of it as a beginners' guide because that is far from the truth - even 'power users' will find useful titbits and may perhaps be enlightened a little with regard to some of the more obscure parts of the Cubase system.

The Fast Guide to Cubase tries to be a quick reference guide as well as a user companion and, surprisingly, it succeeds admirably. It has a concise index to complement its chapter and page layouts. I am that impressed by its structure that I think the book would fall open at whatever page I needed next, but for the lack of a spiral binding. In short, unless you are one of those few magicians who can use Cubase fluently without the help of any documentation whatsoever you are likely to find The Fast Guide to Cubase indispensible. ✪

THE FAST GUIDE TO CUBASE

Publisher
PC publishing

Contact
Sound on Sound Publications, Ltd
Telephone: +44 (0)1954 789888
URL: http://www.pc.pubs.demon.co.uk/

Price £10.95

Pros
Excellent index and layout useful for beginners but plenty of tips for "power users" - a good read and reference work, easy to navigate.

Cons
A book this size can't cover everything, I would have preferred a spiral binder.

90%

ST Magazine

An overview of the French Atari ST Magazine by Colin Monro...

Some things transcend language barriers. The first thing you can't miss is the impressive and stylish design just what one would expect from a French publication! Full colour graphic icons filtered swirls around Atarian logos cut-outs drop shadows at every turn. The magazine is produced using Atari software we all know it's possible but we rarely see the proof and it's easy to forget just how powerful our favourite platform is. OK, so they're using the mighty Hades Atari clone with 128Mb of memory a Meduza with 64Mb several TTs and a Falcon but they're Atari machines at heart!

ST Magazine covers a wide range of topics from Jaguar games to interviews with software houses to tutorials on the Persistence of Vision raytracer complete with sumptuous colour screenshots. There's also serious stuff including a series on Linux 68K the UNIX-like operating system for Falcons and other 68030 Ataris. It's a tricky subject even trickier if you don't understand French but don't let that stop you!

The most obvious thing which struck me was the number of products either not available in the UK, for example:

- Calligrapher Gold supposedly long since dropped here but still for sale new in France.
- Le Redacteur 4 a new Falcon-friendly version of the word processor I use for all my professional work and which ST Magazine use for their word-crunching.
- Webspace part of a complete Internet package from Oxo that claims to be up to five times faster than its competitors.
- Connection kits and drivers from PARX for the Casio QV 100 Digital Camera and excitingly the development of a driver and connection for the QuickCam video camera the golf ball-on-a-plinth job that's popular on Macs and PCs which costs a lot less than a standard video camera.
- Calamus enthusiasts will drool over the range of exotic (and often expensive) modules from Adequate Systems and other companies for Calamus SL (Image Applications plans to distribute these in the UK).
- OXO's planned Falcon Evolution model which features a re-engineered motherboard to enable it to fit into a standard PC tower support more than 14Mb memory and remain compatible with add-ons such as Afterburner and other add-ons.

I'm pleased to see foreign packages such as Jeremy Hughes' ImageCopy 4 get extensive reviews. There is also a detailed section covering Public Domain software releases and other Atari magazines throughout the world including you've guessed it Atari Computing!

The magazine includes a floppy disk which features a selection of PD games demos and utilities.

Publisher
ST Magazine, La Terre du Milieu-216, Rue de l'Essert, 74310 Les Houches, France
Tel: +33 04 50 54 49 77
Cost. Each issue costs 39F (about £4) and a one year subscription costs 352F (about £48)

XCHANGE

Outline graphic conversion or vectorial vermicelli? Shiuming Lai untangles the mess...

XChange comes from the staff of Imaginary, published by FaST Club. Its purpose is to convert between some of the most commonly encountered vector graphic formats on the Atari, Mac and PC platforms. In principal this is a good idea, as a considerable number of Atari applications tend to use custom formats (Calamus, Outline Art and so forth) and only have limited support for other standards.

After the title screen comes the program itself which, due to a partial 3D implementation looks a bit odd! In use all the action takes place from one window. Operation is a doddle: select a source path and a destination path for the conversion. A popup list allows the selection of format conversion and files may be converted singly or in a batch.

Since the last release, the paper manual has been ditched in favour of an ST-Guide hypertext file which is quite sensible because there isn't a lot to it. Exporting Outline Art v3.0 (24-bit colour) files is now possible too.

As you'd expect, the supplied example files converted without problems but the routines don't seem to have been updated. Embedded text in Adobe Illustrator/EPS files is still ignored and the same applies for bitmap data (also found in WordPerfect Graphic files). Even worse, XChange crashes with Postscript files generated by Kandinsky v2.5 and files generated using Powerview on a UNIX machine although the same files display fine using Ghostscript. There's also no GEM metafile support.

The recent addition of Outline Art v3.0 export combined with a price drop makes XChange better value, but its currently only a partial solution to [illegible].

◊ Kandinsky's lack of Postscript import (and some common Windows formats too) can be partially resolved by using the accessory version of XChange.

XCHANGE 1.5

Publisher
FaST Club
Telephone: +44 (0)115 945 5250
Fax: +44 (0)115 914 0545
Email: stclub@cix.co.uk
URL: http://www.cix.co.uk/~stclub
Cost: £9.95 + £1.25 P&P

Requires
512Kb memory, 640x400 resolution (ST high) or higher

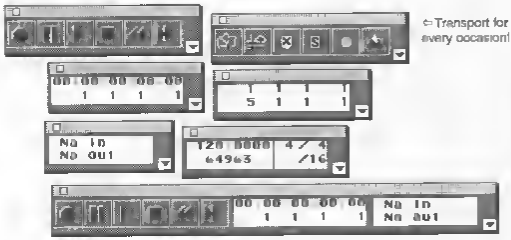
Pros
Fast

Cons
Not up to date, slightly quirky interface

70%

Is it logical?

Mark Wherry tries to put the Star Trek puns out of his mind as he discovers a sequencer, Jim - but not as we know it!...



⇦ Transport for every occasion!

Software is often described as long-awaited, but this time it is certainly a worthy title. I first started using Logic 2.0 over two years ago, and even then the box sported a "Free 2.5 upgrade" sticker. Needless to say I filled in the registration card and waited for my upgrade and the much needed new manual. Several months later Sound Technology said Emagic have abandoned the Atari platform and there would be no upgrade but recently I read the updated program was being released at an Italian show and I saw an Emagic press release early in 1997 stating the Atari v2.5 would ship in April offering all the features of the Mac v2.6. Logic 2.5 is now available in the UK as an upgrade and we're all left to ponder whether the wait was worthwhile.

Logic has a lot going for it and if you're serious about music, or are a current Logic owner, this is one program you have got to have

First impressions

On first starting the program, which seems to load quicker, the new Logic logo appears followed by the familiar arrange window. Cubase users will instantly recognise the familiar rectangular blocks representing musical sections, common to most modern sequencers across all platforms. At this point I'd better mention I never really liked Cubase. I find it really awkward. However despite the similar approach Logic takes, I find it much easier to work with and far more powerful.

Making arrangements

The arrange window hasn't changed much, but there are some great new features and improvements. For example, it is now possible to mute tracks. With the cursor positioned over the track number or velocity meter, the pointer changes to the mute tool and you can mute/un-mute tracks as desired.

Markers are also included, these enable you to place text notes to help you keep track of the structure of your music, for example, verse, chorus, bridge and so on. You can jump to individual markers via a special event list or environment fader.

Hyper draw is another really useful feature - although on first inspection it looks like a gimmick. When activated lines can be drawn on the object to represent controller values, for example, volume, pan and so on. This makes occasional alterations and even mixing down much easier and more visible.

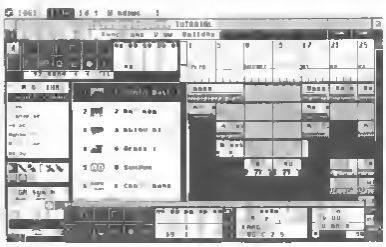
Modes of transport

The transport window also looks pretty much the same, but includes one important change. It is now possible to completely customise the transport bar. Each element can be called separately or combined with others, and multiple transport windows can be opened and active at the same time! This might seem over the top, but it does reduce the need to have the full transport window open all the time, which is especially useful at standard ST resolutions.

Fans of the giant SMPTE window will also love the addition of a new giant display transport window - the giant bar window. Although this looks impressive, it's only really useful if you're partially sighted or need to be able to see the screen from a distance.

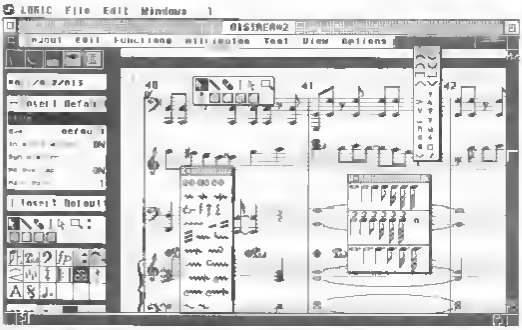
What's the score

For me one of the biggest disappointments in Logic 2.0 was the score window. I've used Notator SL for many years now and it's brilliant for score-writing. It's faster than anything I've ever seen (don't even think about



⇨ Logic 2.5 in action with one of the demo songs. It is now possible to integrate a transport window into the arrange window itself. Note the markers in the bar line at the top.

mentioning Sibelius 7!) and makes entering notes via step or real time a breeze. So has this feature improved in Logic v2.5? I would have to say "almost" because although the score window has more symbols and layout abilities the underlying method used by Logic means it is still more awkward than SL. In fact, I challenge anyone to enter a perfect slur symbol first time!



It is however an improvement. For example it is now possible to get Logic to play grace notes - although they still can't be entered in real-time. The method of choosing note values has been improved with a pop-up menu, and the floating windows for the score symbols have also been rethought. There's also an equivalent to the SL polyphonic voice separator tool, which is a definite plus.

One of my favourite new features is the automatic score style assignment. This means that Logic will no longer display bass parts in the treble clef. Yippee!

Environmental controls

One of the most intriguing features in Logic is the environment window. It is a totally different concept compared with Cubase mixer maps and immensely powerful. Using the environmental controls it is possible to create virtual MIDI controls on the screen. Effectively you can create your own custom virtual mixing desks - and it goes much further than that...

As shown in fig one all the objects can be wired up to define the path for the MIDI data. Available objects include faders, switches, monitors, keyboards, chord memorisers, real-time transformers and they are all configurable. Another powerful new tool is touch tracks, which enables parts of arrangements to be triggered from the keyboard. Once set up it's even possible to control remixes live, which can be a lot of fun! Although the environment window can be daunting to a new user it's well worth spending some time setting up a good environment because once it has been set up it can be imported to all your songs - which reminds me, why must Logic insist on saving the environment to each individual song file? - It seems so unnecessary.

Unforgiven

Unfortunately Logic is not an Atari program - hang on let me explain!

Logic was originally programmed for the Apple Mac then ported to the Atari and PC. Emagic rewrote their own window handling system to compensate for computers not having background operation abilities which is fair enough. Now we have MagiC and other Atari multitasking operating systems Logic is stuck back in the dark ages without iconify or hide features - or even support for NVDI so we're restricted to those horrid GDOS fonts.

Thankfully Logic does run under MagiC and the timing is just so stable even compared to the Mac - on one occasion Logic was playing a song and MagxDesk crashed - I simply reloaded it and to my amazement Logic kept playing and did not even go out of time!

There is however one big problem. Logic is a memory hog - it reserves all the available memory except 63Kb on starting the program. If you want to multitask you have to think ahead and load all the programs you might need before launching LogiC - again this really isn't good enough considering MagiC has been around for years already.

Warp factor?

In many ways this upgrade rates full marks but the niggles all add up. Try stopping a song while notes are being sustained and they hang and the only way to silence them is to reset the program changes. During recording instead of the count-in bar being 1-2-3-4 you get 1---2-3-4. Perhaps I'm being too hard. Logic has a lot going for it and if you're serious about music or are a current Logic owner this is one program you have got to have.

Beam me up!

It's no longer possible to buy a full copy of Logic in the UK! I spoke to Sound Technology and the official Emagic line is this version was put together for the benefit of existing Emagic users who have remained faithful to Logic over the years. However they say if there was enough demand they would try to put together a special order. ✪

LOGIC 2.5 UPGRADE

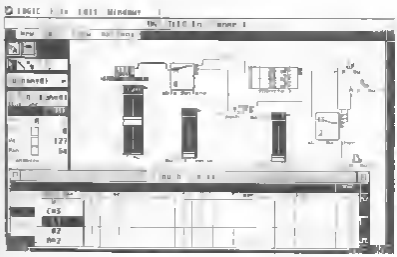
Publisher
Emagic

UK Distributor
Sound Technology, Letchworth Point, Letchworth, Herts, SG6 1ND
Tel: +44 (0)1462 480500
Cost: £59 inclusive of VAT and P&P (from Logic 2)

Pros
Very powerful, feature packed, stable timing

Cons
Currently only available as upgrade, can be sluggish

0 fig one



System Solutions

B and I [illegible] Limited
Company [illegible] England 2617996

MAIL ORDER

Tel: (01753) 832212

Fax (01753) 830344
119 Arthur Road Windsor
Berkshire SL4 1RU

SHOWROOM

Tel: (0181) 693 3355

Fax (0181) 693 6936
119 Blackwater Street,
East Dulwich London SE22 8RS

Opening Times Mon to Fri 10am 6pm

Cab V2 5 – Surf the web with CAB! NEW VERSION!
The new version 2.5 comes complete with TCP/IP stack, PPP and SLIP dialler. CAB 2.5 works on TOS, MagiC, MagiC Mac and PC. Easy installation and set up: you will be surfing within minutes (you do need and internet account, of course). Cab now comes with useful plug ins:

AutoSurf – downloads whole pages including graphics for off line reading
CABalog – catalogues images using thumbnails
CAB Stega – Hide a text message in an image (secret information)
CAB Check – Checks Hotlist pages for updates. Find whats new quickly

CAB v2.5 HTML Browser Software including PPP **£29.95**
special price for InterActive registered users **£23.95**
CAB v2 to 2.5 upgrades (normally £15.00) **until 31 August 1997 £10.00**

Hades 040/060 – StarTrack Digital Audio Workstation
The ultimate TOS based computer available in 4MB to 1GB RAM configurations is compatible in speed terms to a Pentium 200. StarTrack, a new development for Direct to Disk recording, manages up to 99 stereo tracks. The Hades 060 processor can handle up to 14 live tracks without DSP. The StarTrack VME audio card also works on the Atari TT & Mega STe. High quality stereo A/D and D/A converters. SPDIF coaxial and optical which are switchable.

Are You planning to buy Hades? Now the time is right. Prices have dropped. Let us take the risk out of self assembly. Get a complete working system. Choose from below or call us for an individual quote.

Hades 040 16MB 2.5Gb Kbd Mouse NVDI 4 (was £1995) **£1595.00**
Hades 060 16MB 2.5Gb Kbd Mouse NVDI 4 (was £2395) **£1895.00**
StarTrack VME Card & Software **introductory offer £599.00**

Texel – the ultimate Atari spreadsheet
Texel is a new easy to use spreadsheet program for MagiC, MagiC Mac and TOS. Because it is a true GEM application it will run on just about any hardware. Texel allows a maximum of 16384 * 702 (A – ZZ) cells per worksheet. You can choose from over 90 functions in the fields. Export/Import of most common formats, powerful sorting routines, preview in windows. Texel comes on a single floppy disk and runs on systems with 2Mb of free memory and a resolution of at least 640 * 400.

Texel Spreadsheet R R P £79.95 **Introductory offer £59.95**

Line Audio – Falcon audio connectivity
Brand new from Line Audio is the FAD 2/2 (2 analog inputs, 2 analog outputs) FAD 2/8 (2 analog inputs 8 analog outputs) and FAD 8 (8 analog outputs). Of the same audio quality of the famous Jam products these units offer low cost solutions to digital connectivity on the Falcon.

FAD 2/2 **£169.00** FAD 2/8 **£229.00** FAD 8 **£100.00**

Zero – X Version 2.0 – Major Update Available Now
Direct to disk now supported on playback, recording, editing and image creating operations. New filters supporting a DSP if present. 2-4 times faster autosearch. Akai SCSI send and receive directly to from your hard drive + Much much more. Price still the same at **£169.00**

Upgrade from v1.x to v2 **£49.00**

Ease 5 – Now with long file name support
such as those used by Windows95 and the Macintosh OS. Under MagiC, Ease now allows the resolution to be changed on the fly. New icon handling and standard RSC format support.

Ease 5 desktop R R P £49.95 **special offer £39.95**

MagiCMac – New release v2.15 for System 8 - Out Now!
The ideal solution for anyone moving from the Atari to the Apple Macintosh platform. Reliable stable and fast (price includes Ease 5). MagiC allows you to run your favourite Atari programs on a Mac.

MagiCMac R R P £149.00 **special offer £129.00**

MagiC PC – Atari O S for Windows 95/NT
Is the ideal software for Atari users moving to the PC platform, run all your favourite Atari software (includes Ease 5). NVDI PC highly recommended for extra speed and colours (available separately).

MagiC PC R R P £149.00 **special offer £129.00**

RSVE – High Speed Modem Port
With the advent of higher speed modems the Atari's serial port is showing its age. If you have a modem or are thinking of buying one you will require higher speed connection. The RSVE is a small hardware & software solution allowing connection speeds of 38,400 right up to 115200 on an accelerated ST. **New Price £29.95**

For upgrade information and pricing please contact
sales@system-solutions.co.uk, or fax / telephone our mail order office

What's new?

Yours, really moved us! Well only part of us. Our Windsor branch has moved to a new larger showroom and workshop. Watch out for opening offers.

Hard Disk & MIDI recording
We are pleased to announce that we are now the UK distributors of CreamWare products. CreamWare manufactures high quality Digital Audio Products for Pentium PCs. Multitrack recording, editing, effects and post production tools for Digital Audio Workstations. This wasn't an easy move. We have seen too many things on the PC which do not quite work. 'Plug and Play' I'm sure many of you know. But now that we have tied a knot with this excellent German manufacturer we finally have a reliable and professional PC solution on offer for Falcon Audio users which is not only more powerful but has even more expansion capability should you need it – and all that for a System Price which equals that of a Falcon Audio System. Hot stuff!

Interested? Then give us a call. Ask for MasterPort and tripleDAT information. Do you want to move over to a Pentium PC? Let us make it easy for you with a pre installed MagiC PC setup. We can even port your old software for you. Call us for a quote on a complete Pentium system. Prices start from as low as £699 plus VAT.

Repairs and Upgrades
All repairs are carried out at both our branches by qualified personnel. If you need your machine back in a hurry we can offer a professional next day service. Our workshop can fit all quality products which are available. Remember we are the recognised Atari specialists. Please call us to discuss your requirements.

E-Mail
We now have new E Mail addresses. Our domain is system-solutions.co.uk (eg. sales@system-solutions.co.uk)

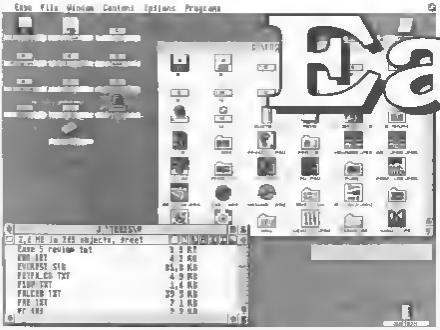
sales	Sales enquiries
	(no credit card orders via E Mail)
atari-quotes	Atari system quotes
mac-quotes	Mac system quotes
pc-quotes	PC systems quotes
info-hardware	Information
info-software	Information

After sales support E Mail addresses are available by mailing sales.

Check out our new web site at
www.system-solutions.co.uk/cafe

All prices include VAT. For small items please add £3.95 P&P. Multiple or large items, please add £10 courier charge.

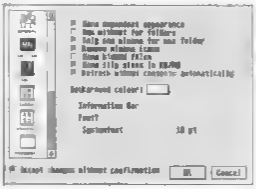
Ease 5



Kev Beerdsworth takes a look at the latest update to this replacement desktop...

I've experimented with just about every Atari replacement desktop. Finding a desktop which provides the ultimate working environment has been my personal quest for the Holy Grail. However one desktop has eluded my detailed attention, but thanks to Atari Computing that's all changed.

Ease was originally written as a MagXDesk replacement and MagiC certainly pushes any desktop to its limits. As a MagXDesk replacement Ease is up against still competition from Neodesk and Thing. Like all shells under MagiC, Ease is started by adding an entry in the MAGX.INF file which includes its path and program name after the SHEL command. This can be performed automatically when installing MagiC or by subsequently editing MAGX.INF using any ASCII text editor.



⇧ The main Settings dialog. As icons are selected different configuration options are displayed.

Ease takes a whooping 54 seconds to arrive at the desktop on my system with the "Load fonts at start up" option switched on and 24 seconds with it switched off. Since turning off this option restricts you to the system font inside Ease it's not much of an option for most users. It's bad enough waiting for Ease to load once per session but if you plan to unload Ease from memory during program execution in a single TOS setup you'll be left with plenty of time to read the manual! I understand the delay is due to Ease only loading into memory the icons actually used. I'd personally welcome an option to load all the icons into memory in exchange for faster loading. Thing does this and arrives at the desktop in only 14 seconds complete with all installed NVDI/Speedo fonts.

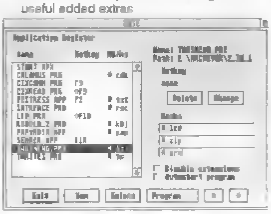
Once at the desktop Ease appears neat and tidy. The default icons are functional and can be edited using the built-in icon editor as desired. Icon files are saved internally in Ease's own proprietary format but standard RSC files can be imported and exported which is good news for icon collectors. Desktop icons have to have labels, which is one of my pet hates - even the TOS Newdesk could handle icons without labels.

Configuring Ease is straightforward thanks to the modern well-designed interface. All the main dialogs are displayed in windows and both these and all the alerts sport the neat 3D design where system resources allow. Despite this Ease dialogs have fallen behind its competitors - there's no keyboard shortcuts and most of the windowed dialogs are modal which means other Ease functions are blocked until it's closed again! This is positively multitasking unfriendly - very strange!

Ease configuration is divided into two main areas called Settings and Applications. The later offers the features found in the TOS install application dialog with the added ability to support more than one file type and define "Hotkeys" for easy program launching. Software can also be configured to auto start on booting Ease which is handy so long as you always run the same software each session. The Settings sections deals with everything else from how windows should appear to how individual drives are assigned.

Naturally Ease features several "Wow!" features. The most impressive is the drive tree popup. Hold down the left mouse button over a drive icon for a configurable period of time and Ease displays a file tree. From here you can navigate the entire hard drive partition without opening a window.

⇩ The main Application dialog based on the TOS install applications dialog with useful added extras.



In a similar vein left clicking anywhere on the Ease desktop background displays a desktop popup which displays a list of all icons currently on the desktop. This great little feature really comes into its own when your desktop icons are buried beneath piles of open application windows. The built-in Notepad facility is useful for creating on-screen reminders and if you use it, saves installing an equivalent stand alone utility.

From the version number it's fairly obvious that Ease has been around for a while. So what's new in Ease 5? The main additions are long file name support and "on the-fly" resolution changing. Long filename support works very well under MagiC 5 and it's a great bonus to be able to give files proper descriptive names. Another valuable new feature is the addition of some new icons in each window info line. These enable font selection display mode, auto-resize and file extension filtering but the extension list has to be manually created - it would be much nicer if Ease intelligently displayed the extensions contained in the window.

Although I'm personally disappointed with Ease 5 it is reliable, easy to set up and use and for these reasons deservedly attracts a loyal following. However, when pushed hard in a demanding multitasking environment Ease doesn't measure up and I'm left to continue my quest for the Holy Grail. ✪

EASE 5

Publisher
ASH

UK distributor
System Solutions
Contact +44 (0)181 693 3355
Cost. Special offer price £39.95 (normally £49.95)
Also included with MagiC Mac/PC

Requires
Any Atari 1Mb memory minimum and hard disk recommended.

Pros
Looks good, reliable, easy to setup and use.

Cons
Slow to load, modal dialogs. Included with MagiC Mac/PC but not MagiC.

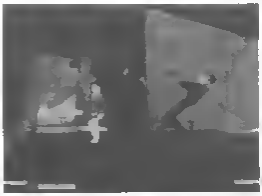
75%

Highlander: there will be only one!

Which is a shame really, ss Xsv finally discovers the delights of one of the better Jagusr gsmes...

It's always good to know that you can trust the person you're buying from especially in the Jaguar market where there isn't exactly a lot of choice anyway. Such was the case with The Console Centre's Matt McGee, who actively refused to sell me a game that would have brought in more money in favour of the cheaper but better "Highlander". In retrospect I'm very glad he did.

A quick history lesson. In the mid-eighties the film "Highlander" about a group of immortals living amongst normal humans became a bit of a surprise hit. Starring Christophe Lambert and with music by Queen. Its well earned success led to a number of spin offs. First was an abysmal sequel and then a third film which was better but still failed to live up to the promise of the original. Next came a television series which can generally be found plugging any free gaps in the late night schedules and has turned out to be surprisingly good. Finally there was a cartoon series.



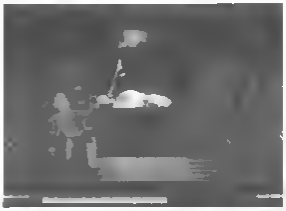
This game takes the cartoon as its basis and uses the mass storage of the CD format to fit in plenty of clips and animations. These suffer from the usual granularity of Jaguar full motion video but are perfectly watchable, and are well picked to add to rather than detract from the game.

Virtua Myst?

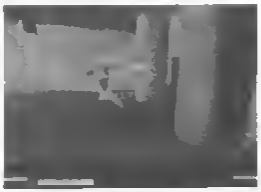
So what is the game itself like? When asked this by someone else, the best I could manage was to describe it as "a cross between Myst and Virtua Fighter". This may seem like a strange hybrid but the character you control, Quentin MacLeod is made up of 3D polygons overlaid onto some beautifully rendered backgrounds. Although all the characters could do with a little more shading the overall effect is of a very convincing world.

The plot is taken from the cartoon and is largely irrelevant although Quentin's immortality seems to be conveniently ignored in order for the game to have more of a challenge. Familiarity with the Highlander story helps to understand this apparent contradiction but the game fails to adequately explain it to novice die-hards.

The game itself is nominally a puzzle in which you collect objects to help you progress towards your ultimate aim of killing the bad guy. The first step is to get the family sword so that you stand a more reasonable chance of inflicting some damage on the opposition. But you also have to take care to keep your strength up with plenty of bread, cheese and drink. One of the more realistic things about the game is that eating and drinking actually takes some time. In real terms young Quentin actively wolfs down his bread and cheese, but it takes long enough for you to sustain more damage than healing if you try to have a snack mid-battle.



Eating isn't the only realistic feature of the game. With the exception of tackling stairs where the animation goes to pot a little the character's movements are excellent right down to the weight distribution as he runs. Even the way that your view on Quentin cuts between different "camera" angles smacks more of a cinematic experience than a traditional game. The subtle use of imitated fish-eye lenses and other camera tricks helps to add to the movie feel although when the game cuts to another viewpoint just as you're about to lay into an opponent, you'll probably find yourself less than impressed with it.



When Atari was still promoting the Jaguar they spoke of no less than three games in the Highlander series. Unfortunately this is the only one we'll get. I like this game a lot, it looks good, plays well (once you get the hang of the controls) and requires a rare mixture of thought and violence. Like all CD games you won't want to play it for too long unless you've got a Memory Track cartridge and a Procontroller is helpful, though not essential.

If you've got a Jag and you're seriously considering a CD drive, this could be the game to swing it. If you've got a CD drive but haven't bought this game yet, crack open the cheque book. This, along with the VLM, represents the best advert for the Jag CD that I've seen so far. ☻

HIGHLANDER

Contact
The Console Centre
Tel/Fax. +44 (0)1484 544926
(weekends and after 5pm)
RRP £49.99

Requires
Jaguar CD

Pros
Unique gameplay, brilliant graphics, good use of video clips, longevity

Cons
View changes can be distracting, progress can be slow at times

90%

Billy Boy

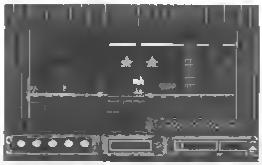
Ever-youthful, Shiuming (Boy) Lai tries a new kids game...

STOSSER Software is currently churning out new games at an impressive rate - two issues ago it was Diamond Ice, and now we have Billy Boy another platformer but this time aimed at the younger player. That's not to say it's any less well produced because to be fair it's arguably one of STOSSER's finest to date!

So what's the game this time? Well it's extremely simple even I could understand it! The aim is to get out of the various fantasy worlds by finding the guardian who will let Billy Boy out and onto the next. Along the way Billy's travels are peppered with lots of baddies which sap his energy upon contact - some of them can be temporarily driven into the ground by stomping on their heads. Collecting the food scattered around the imaginatively designed levels bumps up the score.

Yellow stars are also worth collecting and to add an extra challenge, there is a flying balloon with a mind of its own on each level. This displays a letter at most times and once these are all collected to form the word "BONUS" full health is awarded on the next level.

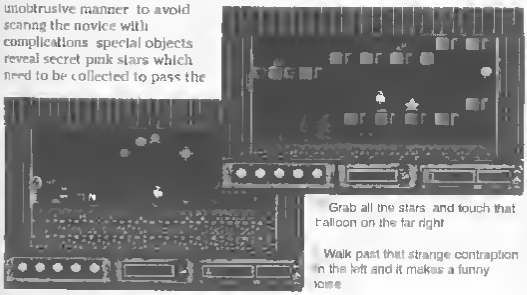
Initially the game is so simple anyone can get a feel for the game. After the first three levels though it becomes apparent a modicum of the squidgy grey stuff between the ears is required to get any further! In an unobtrusive manner to avoid scaring the novice with complications special objects reveal secret pink stars which need to be collected to pass the checkpoints set at intervals of a few levels. Another subtle touch is the navigation arrows hinting to the background.



6 Watch out for the creepy eyes blinking in the background - get out of there fast!

Control is a doddle and needs no explanation - the response of the main sprite is rapid and doesn't detract from the gameplay.

That's all there is to it - simple and fun! The graphics are bright, bold and drawn to a high standard. Animation is good too, brimming with detail and even the backgrounds always have something happening to keep it looking lively. A breezy tune bops along to the proceedings.



Grab all the stars and touch that balloon on the far right

Walk past that strange contraption on the left and it makes a funny noise

SOUND ADVICE

The game does not check the STe DMA sound replay speed so if another program which affects this setting has been used first the in-game sound effects may sound wrong. To solve this problem using Atari's SAM (System Audio Manager) assign a 25kHz sample to some rarely-used key and press this prior to running Billy Boy - this sets the correct speed.

accompanied by nice sampled sound effects on STe machines. All this adds up to a package which really puts some recent commercial offerings to shame.

Like Diamond Ice and the last few STOSSER releases, Billy Boy is commentware. This means the authors don't want money but just an honest opinion of what users think. Due to a very poor feedback in the past a new registration key system has been implemented to encourage feedback - otherwise certain features remain disabled. To register send comments along with your details to STOSSER and in return you'll receive a key to unlock the disabled features. I'm hoping you'll all give STOSSER some feedback on this one because he'll pack it in if enough people don't respond. In the words of the programming team: it's very depressing to think nobody cares about the effort they put into making free quality games! The next planned release, HERO 2 (a sequel to an earlier commercial offering) is a 4Mb STe minimum(!) title. I can't wait so get your feedback in! ✪

BILLY BOY

Publisher
STOSSER Software

Contact
PD libraries/on line services
URL: http://www.airtime.co.uk/users/stosser/

Requires
ST/STe only. 320x200 resolution (ST low). 1Mb memory.

Pros
Doesn't cost a sausage. hard-disk friendly. Top-notch graphics and gameplay.

Cons
Some fatal hazards but only one life to get past them.

Scores
Graphics 90%
Sound 90%
Gameplay 90%

90%

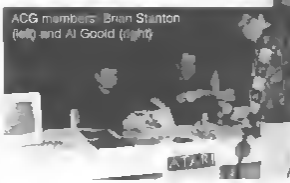
Show diary

Colin Monro attended the Spring Atari Show in Glasgow. Here's his diary...

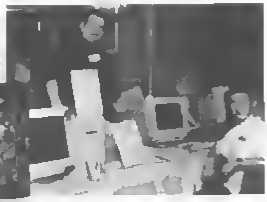
I have to come clean here and admit this is the first Atari Show I've ever attended despite using Atari machines for nearly seven years. This time around I felt I couldn't afford to miss the opportunity to put faces to email addresses and voices on telephone lines. I was determined not to spend anything except the admission fee there's certainly no way I would be tempted by show offers!

⇧ Mike Goodman organises the shows and manning the Goodman stand is certainly a family event!

I arrived in the midst of a downpour and was greeted by the cheerful faces of Sandy Thomson and Al Goold the ACG/STAG members who were manning the Atari Computing stand



ACG members: Brian Stanton (left) and Al Goold (right)



⇧ Image Applications Steve Llewellyn (left) ably assisted at Glasgow by some local talent!

Apart from selling subscriptions and back issues (having to disappoint people clamouring for AC#1 which is sold out) they were only too happy to point newcomers in the right direction. For instance, one gent asked for information explaining he was beginning to think he was the only Atari User in Dundee, and had no one to turn to for help. "But nay nay and thrice nay" cried Sandy Thomson gleefully pointing out the perspiration drenched figure desperately trying to resist the delights of the System Solutions stand me!

I have become the unpaid technical support for Dundee but it's worth it with so many Atari users operating in a vacuum with no one to turn to for sensible non "Stand on one leg and howl at the moon" advice.

Atari Computing stand sported a Nemesis equipped Falcon running an excellent animation by Ed McGlone based on the Atari Spacecraft Carrier used for the cover of AC#3. One foolish youth after having stared at the animation for a couple of minutes remarked "Is that all it can do?" Ever eager to please Al frog-marched him over to the Calamus User/Image Applications stand and left him to it!

Handily Calamus User under the expert guidance of Steve Llewellyn was my next port of call. I was interested in seeing the new version of the desktop publisher Calamus SL 96 that has been released. My gripe was that having bought Calamus SL '95 direct from the publishers MGI in Canada late last year I felt indisposed to blow another £130 on a mere upgrade.

Steve gently explained as I'm sure he does with all unbelievers what the differences are and took me on an extensive guided tour of the new program. While the speed of the program was evident, it was actually some time before anyone else watching realised Steve was running SL on a Macintosh Quadra 840AV under MagiCMac! Performance is rock solid, no glitches or crashes, and this approach remains an attractive option for anyone needing to squeeze a bit more power out of their Atari software.

It is an exciting time for Calamus users. After a period in which it seemed there would be no more active development Calamus SL 96 is a virtual rewrite although the interface remains reassuringly familiar.

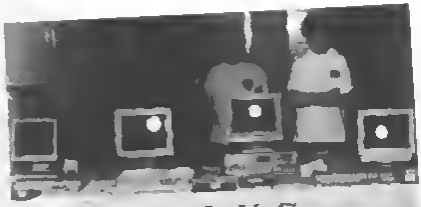
The Line Art and StarScreening modules now included with Calamus SL help it outperform giants such as Quark Express and Pagemaker. In fact the Line Art module can do much of the work which previously required Outline Art or DA Vektor. There are also exciting plans to market the Windows version of Calamus and set up bureaus throughout the UK to handle it. More PC defection? Not so. This is a fifth column approach: which will mean Atari users can send their Calamus files to PC bureaus for high resolution output without the need for much conversion because the document types will be the same.

Leaving the Calamus stand with thoughts of an upgrade ringing little bells in my head, I moved across to the Titan Designs stand. Apex Media was on demonstration in the hands of Black Scorpion programmer Doug Little. Watching Doug bend Apex to his will was a little frightening - it was all happening too fast for most mere mortals to know quite what he was doing! However the results were highly impressive.

⇧ Black Scorpion (left to right) David Enoll, Dave Murphy and Doug Little

⇨ Karl Brandt (shown) and Rob Perry manned the System Solutions stand and launched the UK versions of Texel and CAB 2.

I got my first look at the C-Lab Mark X cases which Titan can use to re-house your Atari. The case is truly a thing of beauty. OK, so they are not cheap but they are superbly engineered and neat little cases which allow room for expansion and utilise the unsurpassed Mega series keyboard. Even Doug Little's Falcon, equipped with an Afterburner and loads of extra memory fitted neatly into a C-Lab case.

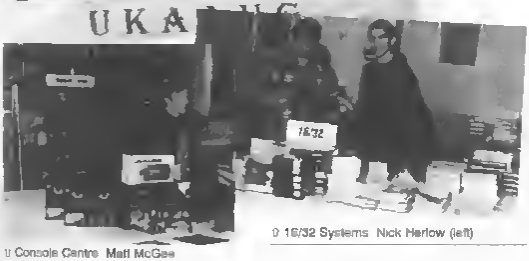


The UK Association of Atari Users Groups stand manned by STAG members (from left to right) Neil Hunter Paul Walsh Ken Johnston and Andrew Irvine

SOCIAL EVENTS

I was on my way to me from the last Atari show when I realised I hadn't purchased anything! Yet I felt the trip was worthwhile because of the people I'd met – we're part of a big club whose only membership criteria is a love of TOS based computing. Now Mike has been "Goodman" enough to organise some more shows, why not come along and meet some of the characters who continue to support the Atari community? Membership "cards" not required!

Neil Martin AICIG



Console Centre Matt McGee

16/32 Systems Nick Harlow (left)

David Encill was keen to tell me how effective and reliable the Nemesis hardware accelerator and when one sees just how much attention to detail has gone into the product the $40 lifting fee sounds like the snip of the century especially if you're not experienced with a soldering iron.

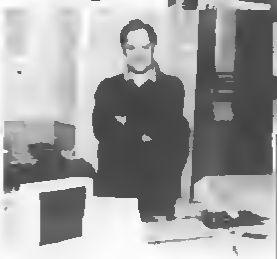
Due to the late cancellation of the Maggie team (at Glasgow) a stand under the UKAAUG banner had been created featuring a selection of STAG members machines of all types running the Virtual Web pages under CAB which looks highly impressive certainly able to hold its head up in the company of Microsoft's Internet Explorer which in my opinion runs more slowly on a Mac than CAB does under MagiCMac! Variety was the keyword of this show there must have been dozens of different machines including the awesome Hades Apple Macintosh desktop and portable models running MagicMac 2.1 Pentiums running Gemulator and MagiC PC along with an astonishing range of heavily-modified re-cased and souped-up STs TTs and Falcons. More akin to a custom car show than a computer show!

2ND OPINION

John Fletcher Atari Wrinklies club member attended the Birmingham show at the Motorcycle Museum with his son Simon who soon found himself in Atari gaming heaven! One vendor seemed to think he was in a casbah offering a bewildering number of bundled packages which seemed to change price every time we visited the stand and I have to admit to being tempted!

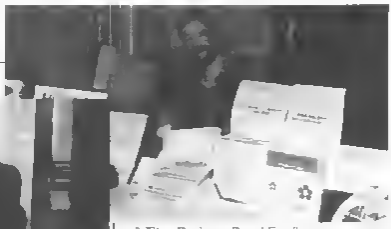
I picked up Protracker for £3 and a comms starter pack of six disks from Floppyshop to "surf the net" for £8 along with a new 14k4 Fax modem from TUS for £44 the last one on the stand.

We both really enjoyed the show I met two fellow Wrinklies and my son came away with two plastic bags full of boxed games at bargain prices we'll certainly be back for more.



The Upgrade Shop (TUS) Dave Prescott

Floppyshop Steve Delaney (left)



Titan Designs David Encill

And now a confession I bought myself the one gadget I didn't need but always promised myself a Jaguar. At the prices on offer from the Console Centre and 16/32 Systems I couldn't go wrong. Not that I have time to play games of course harrumph.

Portfolio Club

Ed's note: Remember this is a personal diary rather than a show report because Colin didn't visit every stand and spent more time at some than others. If you'd like to contribute alternative viewpoints we'd be pleased to receive them.

Music to your ears!

A superb range of music products from

SOFTWARE

Cubase Audio Falcon £399.99
The industry standard Falcon MIDI sequencer with 8/16 track HD recording. Notation etc.

Audio Tracker..... £149.99
8 track audio recording

CD-Recorder Pro £199.99
CD Writer for Audio and Multimedia

CD-Recorder Audio..... £99.99
CD Writer for Audio only

HARDWARE

SPDIF..... £179.00
Dedicated Digital Interface for the Falcon

Internal DIF £159.00
Specifically for C-Lab MK X cases

Analog 8 ..... £399.99
8 track analog output expander

SMP II..... £399.99
SMPTE MIDI processor

MM1 ..... £199.99
8 track MIDI Out Expander

Combiner £59.95
4 track key expander

Afterburner040..... £499.00
FULLY CUBASE COMPATIBLE! Forget what anyone else tells you - it runs 100% with CAF, real snag a **massive** performance advantage

Internal SCSI Bus kit £49.99
Suitable for any Falcon

OTHER H/WARE

14" SVGA monitor	from £139.00
15" SVGA monitor	from £199.00
17" SVGA monitor	from £369.00
Falcon monitor adaptors	£12.95
33.6K external modem	£99.00
HP Colour Deskjets	from £149.00
HP Laserjets	from £369.00
Epson Stylus Colour	from £249.00
EZ-Flyer + 230MB	£199.00
230MB cartridges	£19.95
135MB cartridges	£16.50
Syjet - 1.5GB	£429.00
1.5GB cartridges	£79.95
IBM 720MB 2.5" IDE	£149.95

COMPUTERS

C-Lab Falcon MK.X £599.99
Complete with 4MB RAM, no HDD

C-Lab Falcon MK.X £699.99
Complete with 14MB RAM, no HDD

MK.X case upgrades..... £199.99
Stylish upgrade for standard Falcons

HADES 040/060 coming soon - from £1299!!!

CD-RECORD

Philips 2x6..... £349.99
SCSI 2x write, 6x read. Bare internal drive with PC software

Philips 2x6 Kit £389.99
As above with 2 free recordable CDs, PC SCSI controller and software

Philips 2x6 External £429.99
SCSI internal drive housed in Pearl case

Sony 2x8 Internal £339.99
IDE interface with software - for PC only

Yamaha 4x6 Internal ... £525.99
Latest model with PC software

Nomai 2x2x8 RE-WRITABLE !!!
Ricoh SCSI mechanism - 2x write, 2x re write, 6x read - the capability to re write data back onto CDs! Please note that PC software is only available at present

Internal bare drive	£449.00
Internal drive kit	£479.00
Extra not drive kit	£529.00

CD-ROMs (SCSI)

Panasonic 8x SCSI	£169.00
Panasonic/Toshiba 12x SCSI	£199.00
Caddy for external use	add £59.95

E-IDE CD ROMs are also available from 8x to a massive 24x (only £49 to £89)

Prices include VAT, carriage extra

OTHER S/WARE

Geneva..... £59.95
Powerful multitasking software. Now up to release 006

NeoDesk..... £39.99
The original Desktop replacement

GENEVA + NEODESK BUNDLE ..... only £79.95!

Arabesque Pro... only £39.95!
Vector/Bitmap art program

Converter Pro..... £79.95
Auto tracing vector creator

STalker..... £39.95
Fully featured ammun cations software

STeno £54.95
Powerful text based editor

Thought!..... only £49.95
Ultra powerful, unique but simple to use. Used for development work of any nature

ST HARDWARE

Link 97..... only £49.95
Great new ACSI to SCSI adaptor for the Atari ST range at the lowest price yet!

For more details contact;

Titan Designs Ltd
6 Witherford Way, Selly Oak
Birmingham B29 4AX. UK.

Tel: +44 (0)121-693 6669
Fax: +44 (0)121-414 1630
e-mail: 100345.2350@compuserve.com

See our back page advert for Falcon related products

Browse our Web site!
http://ourworld.compuserve.com/homepages/TITANWEB/

OLGA strikes back!

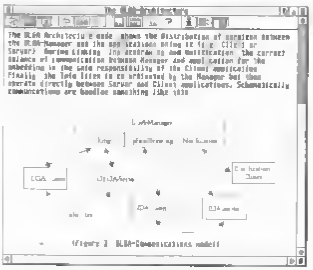
Can the mysterious ID4 help save the force? Mark Wherry investigates.....

Last issue we looked at a basic OLGA set-up to achieve object linking and I expect, by now you're all as impressed as I am every time I see it in action. If you would like more of the same stand by for "inplace drawing". This allows the output from one program to be drawn in another programs workspace. Sounds interesting eh? But if you're wondering what on earth you would use it for read on...

ID4 You?

With ID4-OLGA (Inplace Drawing For OLGA) you can, for example, put a spreadsheet file for Texel onto a web page displayed in CAB. This process is called "embedding" and opens up huge potential, particularly for the Internet and other document related mediums.

Imagine you've created a document and want to include information normally maintained using a spreadsheet, maybe prices, maybe football results - any data which needs updating frequently. Normally you would have to edit the document directly or at best cut and paste the updated information manually. Using inplace drawing you could "embed" the required spreadsheet information into the document, then whenever the spreadsheet file was updated the document would automatically display the updated file. Ideal for reports of all kinds and web pages.



© OLGA now has a full English ST-Guide hypertext so let's hope authors do their bit and support OLGA.

However, there are limitations to the usefulness of ID4 at the moment. For example, if we embedded a Texel spreadsheet in CAB you would need to own both CAB and Texel and have enough memory to run them both concurrently. Obviously not everyone is likely to own all the programs you've used to generate your master document so using ID4 to generate documents "on the fly" across the Internet is impractical - unless compact freeware viewers were developed to display the data to ensure everyone can view the page correctly.

Clients and Servers

You will usually hear these two words when OLGA is being discussed. CAB could be a client application to display data from various server programs. These programs are called servers because they are able to send files or output data (to the clients). For example, in the CAB/Texel relationship CAB would be the client and Texel would be the server. It's as easy as falling off a log.

Keep me informed

A new extension to the current OLGA release is notification. The problem with object linking is that only files the user has selected may be monitored and used by that client. This is usually fine, but supposing you wanted the client to monitor all files of a particular type in use on the system. The answer, as you might have guessed, is notification. When notification is used a client is informed when any changes have been made to files it handles and the user can decide whether the file should be linked into the current document.

Call The OLGAnisator!

Unfortunately, although the number of programs which support the OLGA protocol has expanded to include some of the most popular software there are still lots of programs which do not. To address this problem Thomas STella K_nneth has written a program which bolts on OLGA awareness to non-OLGA programs. However this does not include ID4-OLGA support. OLGAnisator includes English instructions and is available from Thomas Much's OLGA support pages (see boxout) and PD libraries.

Return of the OLGA?

The problem that faces any proposed standard such as OLGA is support. While the basic object linking has been widely accepted by programs such QED, Everest, Homepage, Penguin, Papillon, Kandinsky, Jane, PixArt and others ID4-OLGA also needs widespread support before most users will make the effort to use it. However, with programs like CAB, Texel, ArtWorx and STella adopting its use the outlook is promising, especially if some compact viewer programs are developed. ✪

FUTURE OLGA

As I'm writing this an exciting extension to inplace drawing is under development called inplace activation. This will not only allow a program's output to be drawn within another document but also enable allow the program to be operated within another document. Imagine all your programs running within a web page!...

For up to date OLGA information including a list of supporting applications, check out the OLGA support pages on the Internet at URL: http://www.uni-karlsruhe.de/~Thomas.Much/OLGA

Papyrus 5 alive!

Goodbya Papyrus 4, good buy Papyrus 5?
Michael High Investigates...

The Birmingham Atari show during April 1997 was full of surprises. With Papyrus 4 only released a few months earlier I didn't expect to see Papyrus 5 quite so soon but within minutes of paying my entrance fee I had upgraded to Papyrus 5. Is it worth the money or should you wait for Papyrus 6? The answer depends on your equipment and the type of documents you want to produce.

Colourful Papyrus 4

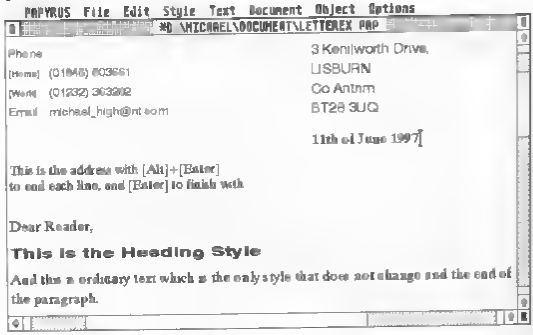
Most of the improvements in Papyrus 4 were aimed at anyone using colour monitors and printers. It was an expensive upgrade by Atari standards but the bundled BitStream font CD containing 500 TrueType fonts partly made up for this. The revamped 3D interface, colour image import and print facilities were certainly of little interest to me and my mono STe based system connected to a black and white laser printer.

If you want a powerful but easy to learn program to produce first class printed documents Papyrus is unbeatable

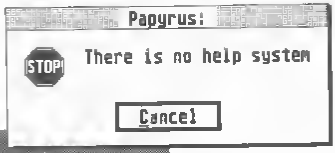
Serious Papyrus 5

In contrast to Papyrus 4 this version offers plenty for serious black and white types! In exchange for your upgrade fee you get two disks and a twelve page "upgrade manual" - there's still no online help system.

There are twelve new features listed, plus some very handy interface improvements. None of the new features are particularly impressive in themselves, but taken together they do deliver a significant productivity bonus, especially for serious wordsmiths.



⇧ Figure one

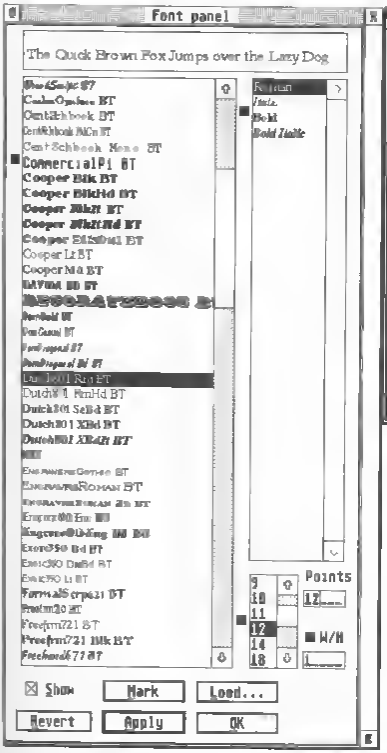


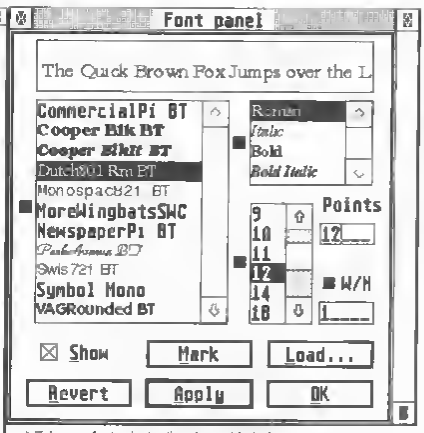
⇧ Room for improvement. The manual only tells you what has changed with no guidance on how to put the changes to good effect which was disappointing

For writing business or academic papers the new itemised paragraphs offer plenty of flexibility. Paragraphs and sub-paragraphs can be given any combination of number, upper and lower case letter and upper and lower case roman numeral enumerstion. There are also counters for tables, pictures and two user defined styles - which hints at the possible inclusion of an "outline" mode in the next upgrade.

Arguably the most powerful improvement is a combination of a new text feature and an interface change. Typing [Alt]+[Enter] generates a line break without ending the paragraph and it's possible to set the style of the next paragraph in the Paragraph style dialog - put the two together and you have mouse free letters!

Let me explain, figure one shows a letter template which opens with the cursor at the end of the date. This is the "file save date" which doesn't need changing manually so long as the file is saved before output. The toolbar and ruler have been turned off using the [Alternate]+L keyboard shortcut freeing up the extra space for text display. The paragraph style "Date" specifies the next style as "To" complete with its paragraph offsets and text style. On pressing the [Return] key the address is entered with a line break between each line. Pressing [Return] after the last address line steps through "Dear", "Heading" and "Normal" paragraph styles for the remainder of the letter. Finally [Control]+R performs a spell check followed by [Control]+S to save and [Control]+P to print and the document is complete. Using this approach entire documents can be set up and created without accessing a menu or touching the mouse.





⇧ Take one font selector then just add pixels

The revised dictionary has a better similarity search but for some reason seems to be missing all the two letter words but it's not a major chore to add an as at be, by and so on manually

Graphically better ...

Text objects can now have lines round them and can be rotated to any angle which is much easier than create boxed text manually in an external program and importing them as graphics

Similarly images can also be framed with lines - all that's missing is a shadow feature

New vertical and horizontal guide lines used in conjunction with the snap facility makes precise alignment possible

For anyone running larger resolutions the ability to size dialogs should appeal the longer font selection fits onto an 800 pixel high screen.

Better by design

Mail merging and building an index or table of contents is easier using the new hea been made "create" function Papyrus 5 now makes extensive use of "tab dialogs", like those used in Thing - after opening a main dialog you can select from a series of sub dialogs The main dialogs are non-modal which means they don't have to be closed and can be left open on the desktop while you carry on typing - or switching to another application

Context sensitive popups are another new feature, right click anywhere and you'll be presented with a selection of relevant options

The options vary from weak for selected text to comprehensive for images which reveals a menu with all the attributes and useful things like "Send to back" which saves accessing the menu bar - and although most of these options are already available as keyboard shortcuts it's a feature I'd like to see expanded in future versions

That's the main changes covered but there's one final feature I want to mention. If you've ever ever created a "template" document containing lots of custom styles then forgot and turn off the autosave or to use Save as instead of save? For anyone who has lost an original document the new "Open as template" option is almost idiot proof

The verdict.

If you need a text editor try Everest Edith and the others reviewed in AC#4. If you need to produce a typeset magazine take a look at Calamus or DA Vector, but if you want a powerful but easy to learn program to produce first class printed documents Papyrus is unbeatable ✪

PAPYRUS V5.15

Publisher
ROM Logicware

UK distribution
HiSoft Systems, The Old School, Greenfield, Bedford, MK45 5DE
Tel: +44 (0)1525 718181
Fax: +44 (0)1525 713716
Email: papyrus@hisoft.co.uk
URL: http://www.hisoft.co.uk/
RRP: £149.95 (Bundled with Twist 2 database - first time buyers via HiSoft) Upgrades £30

Requires
All Ataris with 2.5Mb or more memory, plus hard disk drive

Pros
Productivity gains, improved interface, especially worthwhile for owners of colour capable systems/printers

Cons
Disjointed documentation, no online help

86%

ST STE FALCON JAGUAR LYNX GAMES

ATARI ST/STE GAMES

Action Service	7 00
Alcatraz	6 00
Alien World	7 00
Armalyte	6 00
Backgammon Royale	9 00
Batman	7 00
Blasteroids	6 00
Bonanza Bros	9 00
Bubics	9 00
California Games	5 00
California Games II	7 00
Cool Croc Twins	9 00
Coal World 1Mb	12.00
Count Duckula 2	6 00
Dark Fusion	3 00
D-Day 1Mb	12.00
Dead Line	4 00
Defenders of The Earth	5 00
Driller featuring Freescape	5 00
Dynasty Wars	5 00
Elf	7 00
Enchanter	4 00
European Football Champ	12.00
Final Fight	7 00
Fire and Bomstone	7 00
FlimboÉs Quest	7 00
Football Manager 2 Expension Kit	6 00
Gazza II	5 00
Grand Prix	7 00
Guy Spy	12 00
Hanna-Barber Collection inc Top Cat In Beverley Hills Yogi s Great Escape Hong Kong Phooey - Ruff and Reddy	10 00
Hard Drive II	8 00
Hard Nova	9 00
High Steel	9 00
Huckleberry Hound in Hollywood	7 00
Inspector Hect in InterChange	9 00
International Soccer Challenge	7 00
Ishtar 2	12.00
Ishar 3	12 00
Ishar Trilogy	24 00
Jahangir Khan Squash	6 00
Jaws	7 00
Jimmy Connors Great Courts 2	5 00
John Lowes Ultimate Darts	9 00
Kick Off plus Extra Time	7 00
Kick Off 2 Data Disks Winning Tactics Final Whistle	5 00
Kids Rule OK inc Postman Pat 3 Popeye 2 Soety and Sweep	14 00
Kings Quest I	12 00
Kings Quest II	12.00
Kings Quest III	12 00
Knights of The Sky 1Mb	12.00
Lethal Xcess	10 00
Lineker Collection inc International Soccer Challenge, Footballer of The Year 2 Gary Linekers Hat Shot, Italy 1990	12 00
Loom	12.00
Lords Of Chaos	6 00
Lorna - Pans Dakar	10 00
Lotus Espirit Turbo Challenge	7 00
Luxor	5 00
Manbiel	5 00
Manhunter 2	12 00
Manix	5 00
Mega Twins	7 00
Mercs	7 00
Navy Moves	7 00
Neighbours	7 00
Nigel Mansel World Championship	10 00
Night Dawn	4 00
Out Run	5 00
PlanetFall	4 00
Reach For Skies 1Mb	12.00
Realms	10 00
Revelation	8 00
Robinsons Requiem	24 00
Rugby League Coach 1Mb	10 00
RVF Honda	7 00
Sellin - Sherman M4	10 00
Savage	7 00
Scramble Spirits	5 00
Sharkeys Moll	5 00
Sheer Agony 1Mb	30 00
Shuttle	12 00
Sorceror	4 00
Space Quest II	12.00
Spy vs Spy	5 00
Spy vs Spy Artic Antics	5 00
Spy vs Spy The Island Caper	5 00
ST Dragon	7 00
Stormball	5 00
Street Hockey	6 00
Streetfighter II 1Mb	12 00
Strider 2	8 00
Super All Stars	12.00
Super League Manager 1Mb	10 00
Super Monaco GP	7 00
Super Scramble Simulation	6 00
Super Space Invaders / Pitfighter	7 00
Supercars	8 00
Switch Blade	8 00
Tactical Manager 1Mb	12.00
Terminator 2	5 00
The Addams Family	8 00
The Bumper Quad inc Jaws Grand Prix, High Steel, Crossbow	12.00
The Games Espans 1Mb	12 00
The New Zealand Story	7 00
The Tengen Trilogy	10 00
Thunder Burner	5 00
Time Blaster	4 00
TNT	4 00
Tervak The Warrior	7 00
Trauma	7 00
Turbo Out Run	6 00
Veteran	5 00
Vigilante	5 00
Voyager	5 00
Warlock The Avenger	7 00
Windwalker	5 00
Winter Gold	10 00
Wipe-Out	7 00
Wizkid	12.00
World Class Rugby	9 00
Wreckers	9 00
WWF European Rampage Tour 1Mb	8 00
WWF Wrestlemanie	8 00

BACK IN STOCK THIS MONTH

Back To The Future III	5 00
Barbarian II	5 00
Crack Down	7 00
Crossbow	9 00
Cybernoid II	6 00
Dragonscape	6 00
Epic	14 00
Forgotten Worlds	8 00
Kings Quest IV	12 00
Leaderboard	8 00
Line Of Fire	7 00
Pegasus	8 00
Rotax	7 00
Thunder Blade	8 00
Thunderstrike	6 00

STE GAMES

European Champions 1Mb	12.00
Obcession 1Mb	10 00
Premier Manager 2 1Mb	12 00
Stardust 1Mb	24 00
SubStation 1Mb	10 00
Team 1Mb	10 00

FALCON GAMES

Aazahm Krypt	30 00
Confusion	24 00
Evolution Dino Dudes	24 00
Graven	28 00
Ishar 2	12 99
Ishar 3	12.99
Ishar Trilogy	24 00
Llamazap	24 00
Multi Bniques	29 00
Operation S.K.U.U.M	30 00
Pinball Dreams	24.00
Platonix	24 00
Obcession	15 00
Radical Race	35 00
Road Riot -4WD	24 00
Robinsons Requiem	24 00
Robinsons Requiem CD	36 00
Sheer Agony	30 00
Sheer Agony CD	36 00
Stardust	24.00
Sabel Talons	24 00
Sub3station	15 00

NEW GAMES FOR FALCON

CROWN OF CREATION 39 99
A futuristic 3D shoot em up based in 2060
Sounds rather like Elite Frontier but just so much better superb filled 3D graphics plus amazing soundtrack 3 years in development A must get for all Falcon owners

IMPULSE 19 00
Beatout with True colour graphics superb animations VGA or RGB 60 levels plus a level editer creater

JAGUAR

JAGUAR CONSOLES	
Inc Alien vrs Predator Scart vrs	89 99
Inc Cybermorph PAL vrs	89 99
Baldies CD	43 99
Battle Morph CD	49 99
Brainderd 13 CD	43 99
Highlander CD	43 99
Hoverstrike CD	43 99
Myst CD	43 99
Primal Rage CD	49 99
Space Ace CD	43 99
Alien vrs Predator	59 99
Atari Karts	43 99
Breakout 2000	34 99
Brutal Football	39 99
Bubsy	25 99
Cannon Fodder	49 99
Checkered Flag	39 99
Club Drive	25 99
Crescent Galaxy	29.99
Defender 2000	34 99
Doom	34 99
Double Dragon	35 99
Dragon Bruce Lee Story	35 99
Evolution Dino Dudes	29 99
Fever Pitch	39 99
Fight For Life	39 99
Flashback	45 99
Flip Out	39 99
Hover Strike	35 99
Iron Soldier	35 99
I-War	39 99
Kasumi Ninja	29 99
Missile Command 3D	35 99
Mutant Penguins	59 99
NBA Jam	39 99
Pinball Fantasie	39 99
Power Drive	35.99
Raiden	25.99
Rayman	49 99
Ruiner Pinball	45 99
Sensible Soccer World Cup Edition	39 99
Skiing & Snowboarding	39 99
Super Burnout	39 99
Supercross 3D	39 99
Syndicate	39 99
Tempest 2000	35 99
Theme Park	49 99
Towers 2	49 99
Troy Aiken NFL Football	49 99
Ultra Vortek	39 99
White Men Can t Jump inc 4 player Team	39 99
Wolfenstein 3D	39.99
Zoop	39.99
Scart Cable	15 99
S-Video Cable	8 99
Memory Track	29 99
Jaguar Control Pad	19 99
Jaguar Pro Control Pad	24 99
Jaguar Link Cables	24 99
Cat Boxes	99 99

TEL: 01634 710788 **FAX: 01634 295895** **EMAIL:16-32@premier.co.uk**

ST STE FALCON JAGUAR LYNX GAMES

LYNX

Asteroids - Missile Command	24.99
Awesome Golf 1-4 players	24.99
A P B	14.99
Baseball Heroes1 2 players	24.95
Basketbrawl 1 2 players	9.95
Batman Returns	14.99
Battlewheels 1-8 players	19.95
Battlezone	34.95
Bill and Teds Excedent 1 2 players	9.99
Blockout	14.99
Blue Lightning	19.99
Bubble Trouble	24.95
California Games 1-4 players	24.95
Casino 1 2 players	19.99
Checkered Flag 1-8 players	24.95
Chips Challenge	9.99
Crystal Mines 2	9.99
Desert Strike	19.99
Dino Olympics	14.99
Dirty Larry	14.99
Double Dragon 1 2 playwa	19.95
Dracula	24.95
Electrocop	14.95
European Soccar Challenge 1 2 players	19.95
Gauntlet 3 1-4 players	19.99
Gates of Zendocon	19.95
Gordo 106	14.99
Hard Drivin	14.99
Hockey 1-2 players	19.95
Hydra	9.95
Ishido	9.95
Jimmy Connors Tennis 1-4 players	24.95
Joust 2 players	14.95
Klax	14.99
Krazy Ace Minature Golf 1-4 players	24.99
Kung Food	9.99
Lemmings	24.99
Malibu Beach Volley 1-4 players	19.95
MS Pacman	19.99
NFL Football 1 2 players	19.95
Ninja Gaiden	14.99
Ninja Gaiden 3	19.99
Pacland	24.95
Paperboy	24.99
Pinball Jam	9.99
Pit Fighter 1 2 players	24.99
Power Factor	19.99
Qix	9.95
Rampage 1-4 players	14.95
Rampart 1 2 players	24.99
Roadblasters	9.99
Robosquash 1 2 players	14.99
Robotron	19.95
Ryger	19.99
S T U N Runner	19.99
Scrapyard Dog	14.95
Shadow Of The Beast	9.99
Shanghai 1 2 players	9.99
Slime World 1-8 players	14.95
Steel Talons	19.99
Super Off Road 1-4 players	24.99
Super Skweek 1 2 players	19.99
Switch Blade 2	19.99
T Tris	99.99
Taki	24.95
Tournament Cyberball 1 2 players	14.95
Turbo Sub 1 2 players	9.99
Ultimate Chess Challenge 1-2 players	9.99
Viking Child	19.99
Warbirds 1-4 players	24.95
World Class Soccer 1 2 players	9.99
Xenophobe 1-4 players	24.99
Xybots 1 2 players	14.95
Zarlour Mercenaryt-4 players	9.99
Lynx Consoles	29.95
Lynx Rechargeable Battery Pack	24.99
Lynx PSU	9.99
Lynx Kit Cars	19.95
Lynx Cig Lighter	19.95
Lynx Battery Pack	7.99
Lynx Pouch	19.99

ATARI CD

All Things Falcon	19.95
Atari Forever vol 1	19.95
Atari Forever vol 2	19.95
CALAmaxiMUS	95.00
CALAmaxiMUS Fonts Book	14.95
CALAmaxiMUS Graphics Book	14.95
Classic Atari	19.95
Crawly Crypt 1	24.95
Crawly Crypt 2	24.95
Crawly Crypt Archives	65.00
Demo Session	24.95
Die Ultimate Software CD Rom	17.00
DTP Grafiken vol 2	24.00
DTP Grafiken vol 3	24.00
ESG PD Clip Art Collection	15.95
Essen Tonkan Fesern new	24.95
Gambler Falc & TT Games Disk	22.00
Imitate new	15.95
Imitate & Monogramme vol 2	19.95
Miesien 1	24.95
Moving Pixels	29.00
Portefolie Club Deutschland	19.95
SDK Atari	
Software Development Kit	34.00
The Very Best of Atari Inside	19.95
Xplore	19.95

NEW CD s for ATARI

ATARI OOLD 25.00
Fully working versions of Papyrus E-Backup E-Drum Technobox Drafter Substation Locate It plus many more Over £400 worth of programs fully working A great bargain!!

DTP and Graphics 15.95
Compiled by Floppyshop 3895 Fonts 9 000 clip Art 300 Printer Drivers plus much for Calamus Pagestream and more.

ATARI EDUCATIONAL SOFTWARE

ADI French 12 13	15.00
ADI French 13 14	15.00
ADI French 14-15	15.00
ADI Maths 11 12	15.95
Better Spelling	9.90
Count and Add 4-7	19.95
Fraction Goblins 8-13	9.95
Fun School 2 - under 8 s	7.95
Learn To Read with Prof: Lvl 1 4-9 Part 2	9.90
Learn To Read with Prof: Lvl 1 4-9 Part 3	9.90
Living Jigsaws	7.50
Micro Maths	19.90
Picture Fractions 7 10	9.99
Puzzle Book 1	5.95
Puzzle Book 2	5.95
Spell Book 4-9	5.90
The French Mistress	19.95
The Puzzle Gallery	7.90
Things to Do With Numbers	5.90
Things To Do With Words	5.99
Thomas The Tank Engine Fun With Words	19.95
Time Flies 6-12	14.95

ATARI UTILITY SOFTWARE

3D Construction Kit	25.00
3D Fonts Antic	15.00
Archive Atari	9.90
Atari Works HiSoft	99.95
C O L R Editor	9.99
Clarity 19 Microdeal	79.95
ColourMaster Microdeal	25.95
Concerto Microdeal	29.95
Crystal	9.95
Cyber Color Antic	25.00
Cyber Paint 2.0 Antic	15.00
Datalite 2 HiSoft	45.95
DevPac 3 HiSoft	49.90
DevPac DSP (Falcon Only) HiSoft	39.95
Diamond Back 3 HiSoft	95.00
Diamond Edge 2 HiSoft	89.00
Draw Art and Scan Art Migraph	19.00
Easy Draw 3 Upgrade Migraph	19.00
Easy Tools Migraph	15.00
Expert Opinion	3.95
FaSTcom 2 Atari	9.99
FaST Basic Atari	9.99
Flash	3.95
Forth	9.00
G-Man Pro	25.00
Hard Disk Sentry	25.95
Harlekin 2 HiSoft	9.90
Harlekin 3 HiSoft	45.95
Hisoft C Interpreter HiSoft	35.00
Home Accounts 2	25.00
Hyper Chart Atari	15.00
Hyper Draw Atari	9.90
Hyper Paint 2 Atari	9.90
Image Copy 3 5 ST Club	24.00
Image Copy 4 ST Club	34.00
Master CAD MichTron	19.95
Metamorphosis 24 Lexicor	29.00
Mini Office - Communications	9.99
Mini Office - Presentation Graphics	9.99
Mini Office - Database	9.99
Mini Office - Spreadsheet	9.99
OCR Software Migraph	39.00
Quartet	19.00
Raystart Lexicor	25.00
Red Alert	3.00
Replay Professional Microdeal	95.95
Replay 15 Professional HiSoft	109.95
Spectrum 512	15.95
Stereo Master	95.95
STOS 3D	19.00
STOS Compiler	19.95
Tempus 2 Editor HiSoft	15.00
True Paint HiSoft	19.95
Twist 2 HiSoft	29.95

ATARI JOYSTICKS

Action Pad	9.99
Joystick and Mouse Extensions	5.99
Joystick Mouse Doubler	5.99
QJ 1 Turbo	6.95
QJ Junior	4.95
QJ Supercharger	9.95

16/32 Systems
173 High Street
Strood
Kent ME2 4TW

VAT: 573 7609 10
TEL: 01634 710788
FAX: 01634 295895

We accept Switch
American Express, Visa and Mastercard

P&P for Software
£1 50 for EEC
£2 00 for non EEC European Countries
£3 50 Rest of The World
If you order 2 or more items please add £0 50 per item

P&P for Hardware
£3 00 for EEC
£4 for non EEC European Countries
£7 00 Rest of The World

TEL: 01634 710788 FAX: 01634 295895 EMAIL:16-32@premier.co.uk

Get your CiX

Al Goold gets his head CIXed in...

Without CIX (Compulink Information eXchange pronounced kicks) there would be no Atari Computing - it's that simple!

The twelve members of the Atari Computing Group (A!C!G) have never all met in person together. Although over the years most of us have met each other at various shows we have never all been in the same place at the same time. We pass around the raw copy which eventually becomes what you are reading and communicate with each other via CIX.

What is CIX?

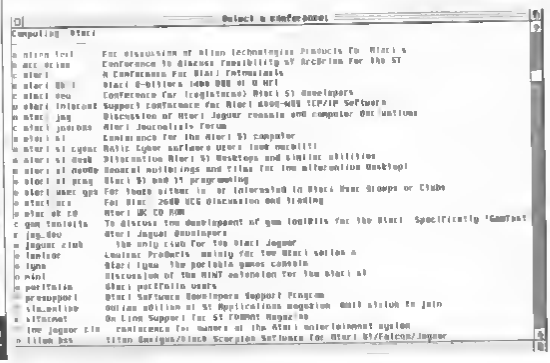
CIX is essentially a massive commercial Bulletin Board (BBS) which provides open, closed and confidential cloned conferencing facilities which can be created by any CIX member.

There are thousands of open conferences, which anyone can join covering every imaginable topic and then some! For example, apart from the Atari related conferences there are conferences about TV, film, politics, football, cars and books along with support conferences run by commercial companies.

In addition to the conference areas CIX offers:

- Unlimited private email to any valid email address
- Binary file transfer (called binmail) between CIX members via their mailboxes - there's no need for tedious MIME or uuencoding internally.

A selection of Atari related conferences available. With over 6 000 different conferences and over 15 000 calls a day CIX is an invaluable resource, populated by many knowledgeable and friendly people.



ON THE RECORD

"There's a lot of twaddle talked about the internet but without it this magazine would never have been launched. The Atari Computing Group (A!C!G) has around a dozen members who put their hands in their pockets to finance this launch issue. We've never met as a group in person yet we've created this magazine from the ground up. In a cosy corner of the CIX conferencing system. We're proud of this achievement - so if we nag you to get on-line you'll understand won't you?"

Joe Connor - Issue 1 - Atari Computing - September 1996

RUNNING COSTS

CIX has recently revamped its pricing structure to offer integrated conferencing and internet accounts which offer flexibility and excellent value for money.

In addition to the cost of your telephone bill on-line time to CIX is charged by the minute with part minutes rounded up to the next minute. The actual cost per minute varies depending which account you sign up for and how often you use it.

- **Internet Conferencing Account, Occasional User Tariff (ICA-OUT)**
  - Monthly minimum charge of $7.34 ($6.25 + VAT) which works out at over two and a half hours at cheap rate
  - Additional time is charged at 4p per minute cheap rate or 6p per minute at peak rate. CIX peak rate runs from 08:00 to 17:00 Monday to Friday. Cheap rate is at all other times
- **Internet Conferencing Account, Standard User Tariff (ICA-SUT)**
  - Monthly minimum charge of $17.62 ($14.99 + VAT) including up to 25 hours free
  - Additional time is charged at 1p per minute

Monthly bill

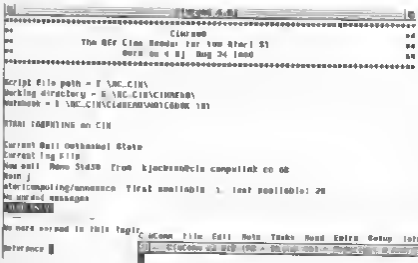
If you stick mainly to conferencing using Cixcomm/Cixread using a 14.400 modem or faster and access CIX twice a day you are unlikely to go over the minimum fee for the Occasional User ICA-OUT account. You'll also be able to surf the web and enjoy all the benefits of the Internet but if you find yourself regularly going over the minimum you will pay a premium rate and should switch to an Internet Conferencing Standard User (ICA SUT) account.

WHERE ARE YOU?

These are among the most popular Atari related conferences on CIX. Why not drop in and say hello?

- atari.st
- ataricomputing
- atari user gps
- atari st clr
- atari internet
- stapplications
- titan bbs

The unregistered version of CIXread enables access to a maximum of five conferences.



⇦ Cixread the custom Atari off line reader (OLR)

⇦ Cixcomm the terminal program which integrates neatly with Cixread

- File libraries where members can make software available for download to others including a large storehouse of Atari related files in the atari st conference.
- Usenet News, allowing access to many thousands of worldwide newsgroups
- Direct Internet facilities including
  - ☐FTP (File Transfer Protocol)
  - ☐Telnet which can be used to run interactive sessions with other peoples computers
  - ☐IRC (Internet Relay Chat) allowing real time discussions with hundreds of other Atari users worldwide
  - ☐Text based web access using Lynx (full graphical web browsing requires a CIX-IP account which costs extra)

But can I use my machine?

With the addition of a modem any machine from a 1Mb Atari ST up to a Falcon or Atari emulator can access CIX. A hard drive is advised, but not essential - see boxout ⇩

HOW TO JOIN CIX

SwiftCIX offer

It couldn't be easier thanks to our special offer. Jim Hornby of The Atari Wrinkies Club has written a beginners guide to getting on line with CIX called SwiftCIX. Atari Computing are delighted to offer this guide along with a disk containing unregistered versions of Cixcomm and CiXread for only £4.99.

Cixcomm/Cixread offer

Cixcomm and CiXread are both shareware, supported by their programmers, on CIX. Both programs normally cost $20 each but we're arranged a special deal for Atari Computing readers who can register both programs for $30.

Important! Be sure to include your chosen CIX nickname so we know where to send the Shareware keys.

After a few days you'll receive a small "key" file in your binary mailbox via your CiX account for each of the two programs. If you decide to pay for your registrations when purchasing SwiftCIX all you have to do once you are on-line is to send an email containing your name and address and your "key" files will be emailed to you.

Email. ataricomputing@cix.co.uk

To take advantage of either offers send a cheque/PO made payable to "Atari Computing Group", to

Atari Computing
(SwiftCIX/CIX Registration Offer)
"Rois Bheinn", Overton Crescent
Johnstone
PA5 8JB

GETTING ON-LINE WITH A FLOPPY BASED SYSTEM?

Peter Wood (petewood@cix.co.uk) explains how he did it...

For the past eighteen months I've had a great deal of pleasure been in touch with many very helpful people, and gained a lot of valuable experience being on-line with my floppy based ST setup.

Of course there are drawbacks and limitations as to what I can do but the important thing is that I can like everyone else ask a simple question, on-line, and more often than not, be inundated with answers. Almost everyone wants to help.

I had to make a choice between buying a modem or hard drive as I couldn't afford both. I choose the modem partly because it coincided with an article in ST Format which went into detail about how get on-line - except at least as far as floppies were concerned. The article was flawed. Luckily I was in contact with a couple of guys who were a great help. With hindsight the problems I experienced could easily have been avoided and the setup I have is straightforward and I would encourage anyone who wants to get on-line to go for it!

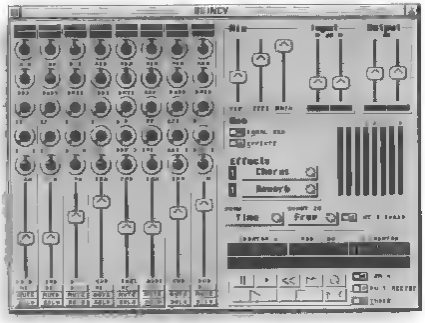
Nitty Gritty

Moderation is the key. I have no desire to get onto the web, nor do I need to download lots of large files at the same time so I rarely encounter a problem.

My setup is an Atari ST with 1Mb memory, a TV, an external floppy drive, a printer and a 14,400 modem. Using a slower modem simply means the on line costs add up more quickly, but a faster modem is wasted unless you have a modified serial port.

Because of my limited disk space I have to keep a tight reign on the files that I download and the conferences I join - transferring files onto other disks after each blink, along with anything else I want to keep and while this is tedious I have achieved what I set out to do - communicate. Using email I can correspond with anyone else on-line anywhere in the world - even your mate next door with his £2000 multimedia turbo PC!

Following the advice given in Jim Hornby's SwiftCIX I can access CIX via my floppy based system.



QUINCY

8-track, digital recording for the Falcon 030 with mixing and effects.

Integrated mixer consol:

Level pan 2 bass effects bass and treble controls mute and solo per track 2 simultaneous effects or correctors + – 12 dB per track Adjustable chorus, reverb and delay VU meters available during recording

Tape transport:

N tracks remixable to 1 or 2 tracks Playback of loops to the nearest sample Punch In/Punch Out recording Non-destructive recording Fast forward/Rewind during playback Real-time, SMPTE or metric (measures/beats) display Instantaneous positioning by a simple click Position quantification in combination with MIDI functions.

MIDI Management:

Import of type 0 and 1 MIDI files Synchronous playback of audio and MIDI including loops Muting of each track of the MIDI file, tempo changes and creation of a metronome Generates a MIDI clock for synchronisation of an external sequencer

Semple Editing:

6 Types of display envelope, decimalisation, cloud Zoom to an accuracy of a single sample Copy/Paste/Import/Export AVR AIFF AIFF C Analyze volume re-touching, fade-in/out

Inputs/Outputs:

Recording of 1 or two analog or digital tracks Digital outputs 2 post-mix tracks or 6 pre-mix tracks

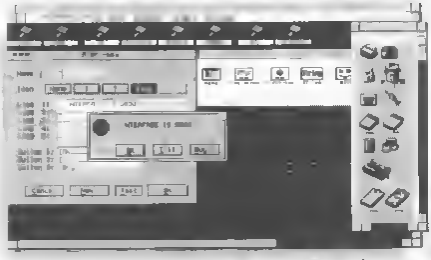
Hardware Requirements:

Falcon 030 with a minimum of 4Mb of RAM Mono or Colour monitor IDE or SCSI hard drives (SCSI required for background operation)

Produced and distributed in France by PARX
UK distribution by 16/32
Distributed all other contries Falcon Pro Center

INTERFACE

THE ULTIMATE RESOURCE EDITOR FOR ALL TOS COMPUTERS



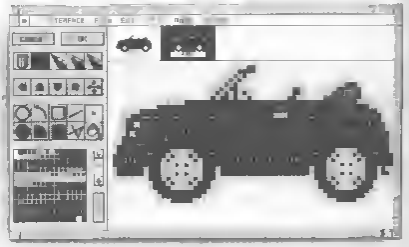
The Icon Editor allows the creation and editing of custom Icons for use within your own programs It a features include

- Maximum icon size of 640x400 pixels
- Icons in 2, 4, 16 or 256 colours
- Supports animated icons
- Import of icons from external sources in several formats including Windows and OS/2 icons
- Import and save in * IMG format

INTERFACE 2 is an easy to-use fully professional tool for the use of both programmers, non-programmers and translators needing to edit resource (* RSC) files and icons

The resource editor itself includes among many others the following features:

- Handles RSC files over 100 kB in size
- Includes the MyDials routines necessary for creating "flying" and keyboard-driven dialogues
- Allows you to create true 3D dialogues and alerts radio buttons check boxes, pop-up menus editable fields keyboard shortcuts, etc
- Includes the libraries necessary to link your resources into a number of programming languages such as Omikron Basic, GFA Basic, Lattice C, Pure C, Turbo C and Module 2



Interface distribution
Europe (outside Germany) Falcon Pro Center tel +46 31 54 55 26 email fpc@algonet.se
UK Floppyshop tel +44 01224 31 27 56 email sdelaney@zetnet.co.uk
France ParX +33 243 56 92 76 email info@parx.fr
QUINCY and INTERFACE distribution enquiries for other European countries welcome Please contact Tom at Falcon Pro Center

BASIC basics

IF you went something done, THEN do it yourself, ELSE don't bother! With the summer heat, why not stay in and do some programming? Paul Jones goes through the BASIC basics...

FOR loops although useful don't make decisions and it's decisions which make programs useful so this time we're going to look at the different types of loop available in HBASIC

```
FOR a=1 TO 100
    IF a=25 THEN PRINT "Quarter way there..."
    IF a=50 THEN PRINT "Half way there..."
    IF a=75 THEN PRINT "Three quarters of the way there..."
    IF a=100 THEN PRINT "Finished"
NEXT a
```

This loop increments a from 1 up to 100 IF a is equal to 25 (nothing more nothing less) the computer outputs "Quarter way there..." and so on.

We can extend the decision making process by asking the program to evaluate if a statement is true. IF the statement is true the program performs one task, ELSE it performs a different task

```
IF a=1 THEN PRINT "a is 1" ELSE PRINT "a is something other than 1"
```

So if a contains one the program outputs "a is 1" otherwise (if a 2 or 1 etc) the program outputs "a is something other than 1". Easy eh? Now try this

```
INPUT "Input number!",a
IF a<10 THEN PRINT "a is below ten!"
IF a>10 THEN PRINT "a is above ten!"
IF a=10 THEN PRINT "a equals ten!"
```

Using the INPUT statement we can print a prompt message on screen and ask the user to input (or get) a number/string for use within the program we're assuming the user will input a number and this is assigned to a.

Here's another loop and decision variation which consists of an IF loop containing multiple ELSEIF statements use as many ELSEIF's as required

```
INPUT "Input number!",a
IF a<10 THEN
    PRINT "a is below ten!"
ELSEIF a<>10 THEN
    PRINT "a is below ten or equal to ten!"
ELSEIF a>10 THEN
    PRINT "a is above ten!"
END IF
```

Notice I've placed the actions on separate indented lines using the [Tab] key because it makes the code easier to read

The program takes the input number and checks each statement in turn, outputs the result string of the first true statement then jumps to the end of the loop. Hisoft BASIC syntax requires the final ENDIF for any "IF THEN " statement where the command isn't on a single line.

SUBscribe and FUNCTION normally

SUB routines and FUNCTIONs are useful for performing repeated tasks. The difference between SUB and FUNCTION is the later can return something whereas a SUB cannot. Consider this program

```
FOR a=1 TO 10
    PRINT "Hello!"
NEXT a
FOR a=1 TO 10
    PRINT "From Paul J."
NEXT a
```

This simply prints "Hello!" ten times followed by ten "From Paul J."'s. Notice I've specified NEXT a instead of NEXT on its own this makes it easier to keep track of multiple loops when creating large programs and is good practice. An alternative to having dozens of loops running inside each other (called nested loops) is to use a SUB routine.

This program has exactly the same result as the previous example. We've created our first command just like the built-in PRINT command. The CALL prefix before the strings is optional but stops the compiler complaining especially v2.

```
SUB print_my_string (a$)
STATIC a
FOR a=1 TO 10
    PRINT a$
NEXT a
END SUB
CALL print_my_string ("Hello!")
CALL print_my_string ("From Paul J.")
```

Anything between the brackets is called a parameter and "sent" to the "print_my_string" routine. Let's consider the SUB routine line by line

SUB print_my_string (a$)
We've created a SUB routine called "print_my_string". It takes a parameter and puts it into a$ ready to use. Variables cannot be included in strings so this function ONLY prints strings. If you try to include variables the compiler will complain!

STATIC a
This only works in SUB/FUNCTIONs. It tells HBASIC we want to use the variable a in our SUB program. Every variable/string you use must be included here. a$ doesn't have to be declared using STATIC because HBASIC already knows about it.

```
FOR a=1 TO 10
    PRINT a$
NEXT a
```

Whatever a$ contains will be printed ten times so by changing a$ the SUB routines can save writing almost identical separate loops.

Everything you want to use in a SUB/FUNCTION and is not used as a parameter has to be STATICed. Also if you want to use the contents of a variable/string from the main program or another SUB/FUNCTION you need a "SHARED" statement which declares any strings or variables used.

END SUB
This informs HBASIC the SUB routine has finished. The same format applies to a FUNCTION except a FUNCTION returns a number

```
DEF FNmulti (a,b)
FNmulti=a*b
END DEF
a=FNmulti (2,4)
PRINT "2 times 4=";a
```

Here we get two variable parameters multiply them together and put them into the result variable. STATIC isn't needed because every number we're using is known to HBASIC.

Because this is a function we're expecting something to be returned in our example the result is put into the name of function.

I've called the function a. FNmulti (2,4) where a contains the result but it doesn't matter what the variable/string input parameters are in the SUB/FUNCTION "a. FNmulti (2,4)" would work the same. The FN tells HBASIC we want to call a FUNCTION.

In the HBASIC v2 compile dialogs there's a "No FN's in libraries" option which means you don't have to type in FN's but for compatibility it's safest to leave them in ◘

WHERE'S PDO?

I tried to install a coprocessor and damaged my Falcon losing the source code for PDO! However PDO will return next issue and I'll be explaining the source.

As a consolation for the delayed PDO there's a number guessing game on the Reader disk complete with explanatory notes

FEEDBACK

If you have any comments about the tutorial, problems with your code or code to contribute please get in touch

Email: paulaljones@netnet.co.uk
URL: http://www.users.zetnet.co.uk/pjones/home.htm
Post: Via the Atari Computing Office

HTML coding

Neil Jones-Rodwey introduces a few more of those HTML tricks...

Over the past few issues this tutorial has covered some of the key ideas and features of HTML. The HTML language contains many many more features, but this issue we'll look at the last few things that could be considered "essential".

Lists

HTML lets you have two kinds of lists: ordered and unordered. Ordered lists (<OL> </OL>) are numbered sequentially and unordered lists (<UL> </UL>) are "bulleted" (a bullet is the large dot denoting each item). In both cases each list item is marked with a <LI> tag, as follows:

```
Ingredients for an omlette
<UL>
<LI> eggs
<LI> salt and pepper
<LI> A pinch of mixed herbs
<LI> Margarine for frying
<LI> A filling of some kind
</UL>
```

List tags can also have attributes.

The <OL...> tag can have a START= attribute which lets you start numbering from any number instead of the normal 1, and a TYPE= attribute to set the style of the numbering. This type can be either a "1" an "A" or "a" or an "I" or "i" for "1 2 3..." numbering, "A, B C..." or "a, b c..." lettering and "I II, III..." or "i,-ii, iii..." numerating respectively.

The <UL...> tag can also have a TYPE= attribute in this case either CIRCLE, DISC or SQUARE to select the bullet type.

Lists can also be nested which is especially useful for ordered lists as it allows you to number chapters and sections automatically. Although typically list items only consist of a few words there's no limit - a paragraph or two could be inserted. An HTML document is included on the Reader disk which displays each different list format.

Link tricks

HTML links can do a lot more than link to other HTML pages, you can also link to:

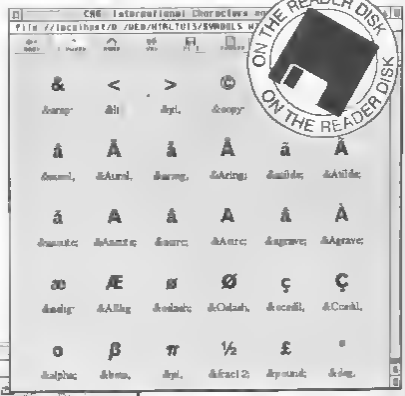
- HREF "mailto:someone@somewhere.net" enables the reader to send an email to "someone@somewhere.net"
- HREF "news:comp.sys.atari.st" connects the reader to the specified newsgroup
- HREF "ftp://ftp.uni-kl.de/pub/atari/" connects the user to the atari directory of the "ftp.uni-kl.de" FTP site

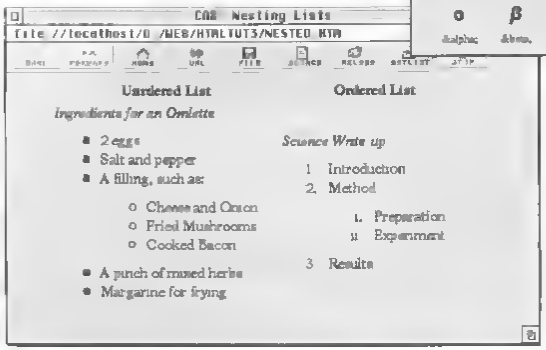
Currently CAB can handle email links internally and passes everything else to dedicated News or FTP clients.

Accents

Getting international characters to appear correctly isn't as easy as you'd think. The problem stems from the fact that the ASCII standard only defined the first 128 out of the 256 possible characters. The second half of the character set (which includes all the accented characters) is unfortunately platform dependent. As HTML is designed to work across different platforms this had to be resolved.

The solution was straightforward and quite neat. All of the accented characters and most of the commonly used symbols are given a name and these names are used to tell the browser exactly which character to display. The names are bound in a &...; to mark them as these escaped characters. An a umlaut (ä) is written as ä a capital A umlaut (Ä) as Ä and so on. A full list along with a SYMBOLS.HTM document is included on the Reader disk. As you may have guessed you can't use plain &'s in your text (or <'s and >'s either) so these have also been assigned escaped characters &, < and > respectively.





Here's some of the more common escaped characters you may want to use. Accents are only shown for a but can be used on any vowel.

We have now covered all the basics needed to put together a respectable HTLM document. There are still plenty of HTML features we haven't covered but you should be able to pick up the finer points by dissecting other people's HTML files.

Next issue: In the final instalment of this tutorial we'll construct a set of pages from the ground up and find practical uses for functions covered since #AC3 - so get some practice in!

Pros and cons

Xav looks at Atari's Procontroller, then discovers how an understanding of the joyped hardware can reveal some useful software tricks.

Atari's standard joypad was a wonderful piece of design giving programmers over a dozen buttons to assign to whatever functions they desired. Unfortunately not all of the buttons were easy to hit when attempting to master the "Power Death Throw" in "Street Scuffle 3". The answer was obvious - just add some more buttons. But add them how?

Atari's engineers engineered and the result was the Procontroller joypad variant - which also addressed several niggles present in the original design. From our point of view the most important feature was the addition of five extra buttons: there are three more "fire" buttons (X, Y and Z) and a pair of fingertip operated buttons (L and R - not to be confused with those on the D-Pad). In hardware terms there were a variety of ways Atari could have added these extra buttons - and in my opinion they chose the worst! However, it's still better than no extra buttons at all, isn't it?

In my opinion the best way to add another three fire buttons would have been to put them in the "blank" positions on the Pause line. Instead, Atari fitted them in parallel with three of the numeric keypad buttons. When reading back a Procontroller therefore, a press of X will appear the same as a press of 9, Y as 8 and Z as 7. Similarly the fingertip buttons are mapped with L appearing as 4 and R as 6.

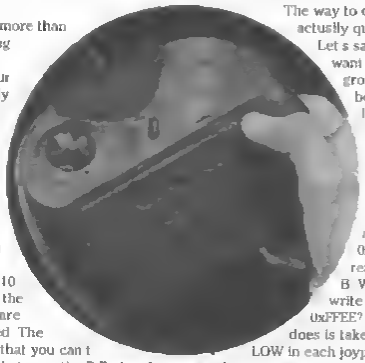
So in fact we didn't actually get any "extra" buttons but if your program requires more than six fire buttons or could be made easier by putting some functions literally at the user's fingertips, you can consider offering a Procontroller mode.

Tricks of the trade

It's all very well taking "expert" advice for granted, but often you can learn just as much by ignoring the rules and experimenting for yourself - which is what this series is all about! Take the joypad circuit - a section of which is shown in figure 1.

The "official" rules state you should test each group of switches individually, writing a low to each of the four control lines in turn. But have you considered what would happen if you were to take more than one line low at a time? Suppose, for example, pins 3 and 4 were both pulled low: the effect would be that pin 10 would also go low if either button A or button B were being pressed. The reason for this is that the negative logic system of a joypad has the effect of turning what we perceive as an "AND" function (pin 3 AND pin 4) into an "OR" function (button A OR button B).

So this is more than just a passing curiosity? Suppose your program only requires a single fire button, by pulling pins 2, 3 and 4 LOW (by writing a mask of 0xFFF8), you will get a LOW on pin 10 when any of the fire buttons are being pressed. The downside is that you can't differentiate between the D-Pad and some of the numeric keypad, but in a program with only one fire button you're unlikely to be terribly worried about the keypad. Clearly we've only made one read of the joypad, rather than the usual three, leaving more processor time for the rest of the game logic.



Why isn't this feature officially documented? Because there's a problem. Unfortunately this little cheat clashes with Atari's Team Tap (a multi-joypad adapter) but so long as you know the user doesn't have a Team Tap (ask them - don't assume) there's no problem.

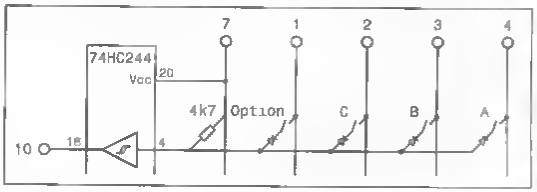
Another trick, which does work with the Team Tap, is useful for multi-player games. Suppose you want to read from both of the enhanced joystick ports - presumably reading two joypads. With the code we used in the last issue, this would have to be done in two passes. Since reading the ports is more "costly" in processor usage than a little data manipulation, it would be nice if we could read both ports at once, then split the resultant information down if necessary.

The way to do this is actually quite easy. Let's say that you want to read group 1 from both joypads. Usually you would write a mask of 0xFFFE, then read for port A, followed by a write of 0xFFEF and a read for port B. Why not just write a mask of 0xFFEE? All this does is take one line LOW in each joypad simultaneously and the data for both are returned in the bits of 0xFF9200 and 0xFF9202 as described last time.

Of course, you don't have to read the same group on each port: for example, a mask of 0xFFB7 returns the status of port A group 4 and of port B group 2 - you can even combine this with the previous tip, so long as you're sure there's no Team Tap connected: a mask of 0xFF88 will check to see if any of the fire buttons are being pressed on either joypad.

Next time

That pretty much concludes our coverage of the joypad as an isolated device. In the next issue we'll look at user friendly ways to implement joypads into your programs, and take a first look at the Team Tap. ✪



✪ Figure 1. Joypad fire button arrangement

User Group NEWS

SHAGing in June

Jeremy Beadle

SHAG
Stevenage & Hertfordshire Atari Group

Attendance at our third meet was our best yet with 28 including ourselves More people are expected next time around so we have organised an adjoining room to be made available if we need it.

The usual crew were there tapping away along with some familiar faces from other Atari Groups we gave a warm welcome to Derryck Croker (Chesbunt Computer Club) and Richard Spowart (Wessex Atari Group) and hopefully we can reciprocate by visiting other User Groups to exchange experience and ideas and have a great time of course

The tables were chock-a-block this month with the usual mix of Falcons STFM and STe machines but Danny McAleer - (Electronic cow) bought along a Stacey laptop a lovely piece of Atari hardware and the first one many of us had seen

Activities this month were even less structured than normal mainly due to the increased workload caused by our expanded Newsletter but most people seemed contented We did manage to fit in a MIDI demonstration by birthday boy Gordon Storey who was left momentarily speechless by our rendition of Happy Birthday!

I made another of my now infamous speeches although this time I was better prepared and following requests to hold an additional meet on a Saturday (similar to the WAG formula) this was duly proposed and passed The first Saturday SHAG meet will be held on 5th July 1997 and the first Saturday of the month after that so do come along

NeST 90:102/200.3@nest.ftn

NAG Meeting and ST+ Convention

Richard Spowart

After quite a wait owing to initial planning and sorting out the first meeting of NAG (Northants Atari Group) was held on the last Bank Holiday weekend in May and doubled up as the ST+ convention

The meeting and convention was held at Dave Hollis's house in Northampton and was attended by plenty of people from the UK Atari scene including Chris Holland (Maggie disk mag) Peter Augustin Keely (Keith Dunn WARP disk mag) Jeremy Beadle and Gordon Storey (from SHAG) Dale Wright Max, Tony Greenwood (STOS maestro) and others whose names escaped me sorry!

The convention was spread over two days with little or no sleep for anyone who stayed overnight A real time article was set in motion and contributed to by most people at some point during the event this is included in the ST+ Show Special

There was plenty of computing going on throughout the house two Falcons in the kitchen mine was connected pretty much permanently to IRC #Atari, where we chatted worldwide and the other was running a preview of Maggie 23 One ST was running the realtime article and we even had a tame PC PC running Pacifist an interesting ST emulator Overall a very enjoyable weekend We'd like to organise other similar events in the future so if you're interested do get in touch

Northants Atari Group
Dave Hollis
43 Speedfield Court
Lings
Northampton
NN3 8LZ
Tel: +44 (0)1604 419951

TBAG (The Bay Atari Group)

Darren Emmett

On 20th July TBAG held its first meeting Despite the fine weather car boot sales and free concerts on the prom we managed eight attendees Steve Cowans had VidiST hooked up and we tried to get some grabs of Iron Soldier 2 on the Jaguar but without success

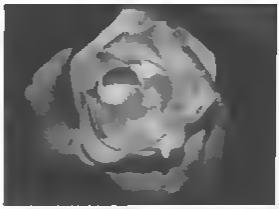
Steve's kids put two Jaguars through their paces and we spent the time discussing alternatives to buying PCs! After a good gossip and exchange of addresses phone numbers we all departed happy and wiser well I was at least!

If you live in the Bay/Lancs area and would like to attend a meeting at make contact with other people using our wonderful machines please do get in touch

The Bay Atari Group
17 Draycombe Drive
Heysham
Lancs
LA3 1LN
Tel +44(0)1524 854454
NeST 90:100/301.17@nest.ftn
Email DEmmett@fffnet.demon.co.uk

This page is for user groups all around the world not just the UK. If you're involved with a user group and would like to publicise meetings events and so on please do get in touch

Atari Computing (User Groups)
"Rois Bheinn" Overton Crescent
Johnstone
PA5 8JB
Scotland
Email ataricomputing@clv.co.uk
NeST 90:100/315.0@nest.ftn



The White Rose Atari Group (WRAG)

WRAG are still going strong but they're looking for new premises for meetings If you know of anywhere they could use or you are interested in joining get in touch with the organisers at

The White Rose Atari Group
Stephen F Barszczak
14 Camberley Mount,
Holmewood,
Bradford
BD4 9HD
Tel +44(0)1274 626353
Email wrag@tdm.bbs.demon.co.uk
NeST 90:100/902.6@nest.ftn

Houston Atari Computer Enthusiants

HACE

An American user group centred around the Houston area For more information contact

Bill Roberts
Email sledge@wt.net

Atari Users Association of Sweden

(Svenska Atarikubben)

The Swedish Atariclub is a non profit making association for Atariusers The Club has about 600 members of different ages spread across the whole country Through information courses and other similar means they encourage the use of Atari computers All SAK members a magazine called Atarimagasinet four to five times each year for more information contact SAK.

Jesper Knek (Chairman/SysOp at Kickass BBS)
Tel +46(0)46 25 02 50
FIDo. 2:200/423.0@FidoNet

STOS Corner

Martin Millner looks at Anthony Hoskins' Falcon Extensions...

Over the last few years Anthony has developed six new extensions for the Falcon with others under development providing a great deal of control over the machine These extensions are

- System Control Allows things like setting the processor and blitter speed switching the processor caches on or off cookie detection bus manipulation and others If you have Nemesis installed you can control the speed at which it runs from within STOS with this extension
- Grafix II Provides replacements for many of the STOS graphics commands such as PLOT and BAR which also now work in the the Falcons 16/256 colour modes It also can perform the printing of STOS fonts in these resolutions There are also functions to define drawing modes and fill patterns By using the new commands I've been able to get the Sprite editor to work well on the Falcon
- Video Provides commands to detect the type of monitor connected get or set screen resolutions get the amount of memory required for specified screen resolutions mouse commands for the extended resolutions (along with a new pointer), zone commands palette commands ST low to 16/256 colour palette and image conversion commands GEM font handling commands and others too
- 3D Menu Provides a whole new set of menu commands for use in Falcon 256 colour resolutions
- DSP Tracker Player Plays tracker modules using the falcons DSP chip for better quality and less processor slowdown
- DMA Sound Gives complete control over the Falcons DMA sound subsystem including commands to reset it allocate internal record and playback buffers record samples or play samples at given frequencies and many others

Support

If you register the shareware version of Anthony's Falcon extensions you get a massive bundle of software complete with many example programs to try out along with excellent support - Anthony is very knowledgeable about many aspects of the Falcon's inner workings If you use STOS on a Falcon this is a must-have Available from any good PD library

Gemma

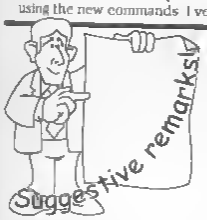
On the reader disk this issue you'll find an archive containing the latest available version (0.98) of the Gemma extension which allows the use of GEM dialogs and more in STOS programs It's still early days yet, but watch this space!

Stop Press

I've just received news of another new extension in development Currently support is in place for:- Joypads in ports A & B, the Atari Team Tap Digital Paddles (these return values like clockwise or anticlockwise which is ideal for driving games) Analogue joysticks Analogue paddles (a variation of Analogue joysticks) and finally Dynabuster adapters (these allow a pair of "normal" joysticks to be used in each EJP) - more news as development progresses

Anthony Hoskin has now added a FLI/FLC (animation) Player extension which works well and added more commands to the Video extension

Next issue I'll take a look at Anthony Jacques Falcon extensions along with some of the other STOS related stuff he's been working on recently ✪



Mika Karslaka is a happy stamper...

One of the my office tasks is to despatch all the overseas copies of Atari Computing We take advantage of the Royal Mail franking service for UK addresses but each direct mailed overseas copy requires stamps

To help me figure out the combination of stamps needed for the various destinations I started to compile a table but it all got too much so I gave up and made a Suggestive Remark to Mark Baines. Mark had just finished the latest Profile release and was looking around for a new project to get to grips with A week or two later the result is Stamp Values a Control Panel eXtension (CPX) *[Ed See review in PD/Shareware pages and it's also on the Reader Disk]* which does all the thinking and leaves me to concentrate on licking the stamps!

With my intended Suggestive Remark already taken care of! (I'm delighted Atari programmers are open to suggestions and respond so quickly) I've come up with a couple of alternatives ideas to kick around

To recap the idea of this column is to make suggestions which programmers can use as a starting point to develop from The software must have a GEM interface be compatible with both singletasking and multitasking OS's and should be both resolution and colour depth independent

A-Z sorter

I often have to make up lists of names or items and as I don't have a particularly tidy mind I tend to add to these lists ad-hoc Eventually I need to get them into some sort of alphanumercial order and I currently use a TTP program which works but you have to type in a filename and it's just a bit crude A nice GEM utility capable of manipulating ASCII files would be a useful addition to our global software arsenal

Port Activity Monitor (PAM)

Most of us connect printers modems and other peripherals to the ports on the back of our machines but often due to lack of space or convenience these are positioned so their activity lights are not visible.

I've lost count of the times I've forgotten I am online or printing stuff (the downside of multitasking!) What I need is a little window or something placed in the menu bar to monitor the status of all my ports Similar modem utilities exist for the PC platform a tiny modem icon flickers during send/receive Something similar for our favourite machines would do be great - except I'd like all my ports to be monitored!

Those are my Suggestive Remarks but I'm sure I haven't got the monopoly on ideas and I would really like to hear yours Please write to me preferably in ASCII format on a floppy at the usual editorial address! ✪

Paul Finch of the Portfolio Club (contact details on page 58) is looking for a programmer willing to write a small program to receive and send faxes on a Portfolio pocket PC Also the club require a small program to work as a file transfer utility between a Portfolio and desktop PC

qed File Edit Search Special Options Shell

Site seeing

Jonathon Nott returns and checks out more Atari sites on the Internet (whh a little help from his friends)...

FUJIZONE

All sites reviewed in Site Seeing are catalogued, along with many others at Fujizone, the central web resource for Atari users
URL: http://www.users.zetnet.co.uk/fujizone/

ATARI2600.COM

http://www.atari2600.com/

This is one of a series of web sites dedicated to various classic video game platforms, known as "JerryG Classic Gold Video Game Collectables Sites". It appears to be non-commercial and is a treasure trove of information about these Atari consoles

The site is divided into sections including a Video Game museum 2600 games list and a for sale advertisements page. Visitors are also invited to submit their own 2600 related sites for inclusion on the Classic Gold Links page

The site is an interesting design where the background image depicts the actual case of a 2600 console and the icons are based on the infamous toggle switches featured on these machines. The combination of graphics and navigation tools make this site both intuitive and pleasant to browse

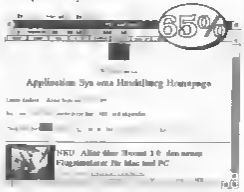
APPLICATION SYSTEMS HEIDELBERG

http://members.aol.com/asiinfo/

ASH have become the Microsoft of Atari platform and with the takeover and release of CAB 2 as a commercial product now offer products covering most areas of interest

Their web site is launched from an entirely German front page, but the link to a well-translated English version is quite clear. Apart from the main feature, currently a PC/Mac flight simulator, the index page contains a large table of contents

There's plenty to see although much of the content is for the PC/Mac platforms. However, their Atari



products are covered in an appropriate level of detail

Overall the graphics are sparse and unexciting, with haphazard layout and no obvious navigation system

CROFT SOFT ON THE INTERNET

http://www.users.zetnet.co.uk/polonowski/csoln/

Croft Soft Software is the brainchild of Colin Polonowski well known in the Atari community for his games which include Mole Mayhem and the Atari Times HTML magazine

The web site is extremely well presented with simple but effective graphics and a clear layout

Comprehensive information includes news, updates, releases and contact details and they can all be accessed easily from the main menu. The Atari Times HTML magazine is available directly from the Croft Soft

pages. The on-line pages provide an excellent companion to the Croft Soft releases

FAST CLUB

http://www.cix.co.uk/~sta/

This is the web site of the Nottingham based FaST Club formerly the ST Club. The home page is split into five main sections: News, Atari Links, ST Applications, Catalogue and Help

The FaST Club publishes the ST Applications magazine. Between STA58 and STA69 the magazine was dual format with HTML versions available for browsing and download on-line and as a printed magazine.

From STA70 ST Applications has reverted to a printed magazine only and the website is about to get a facelift. I quote:

"We will be introducing a truly interactive and constantly updated web site. The new format will mean the news and forum submissions in the web version will form the basis of the printed magazine - rather than the reverse, which is currently the unsatisfactory state of affairs"

We'll certainly be re-visiting this site to check on progress

The links provide excellent information on contact details covering most of the Atari market

The excellent Catalogue section includes complete details of the clubs entire product range - simply click on a product link and you're presented with useful details

There's a great deal of information on these pages and finding your way around is simplicity itself, proving once again the importance of design and a thoughtful approach

Les Charles/Joe Connor

Reader Disk AC#1

GEMTrek v1 1e — Exclusive! Freeware. Jürgen and Uwe Hellkamp. Tribute to Star Trek.

STD Codes v3 4 — Freeware. Mark Bainton. CPX to find local sts from STD code and vice versa.

IP232 Config — PD. Martin Cubitt. Easy serial port problems using Ghostlink between Atari<>PC.

ST-Guide v1 4e — Fairware. Holger Weets. Hypertext viewer de facto Atari standard utility.

AppLine v2.1e — Fairware. Holger Weets (MagiC only). Windows 95 style task bar and much more!

CnkTa — Exclusive! Shareware. Gary Frost. Monitors on-line time.

Start Me Up! v3 10e — Freeware. Thomas Much (MagiC/MultiTOS only). Windows 95 style Start button.

Reader Disk AC#7

Thing v1 08e — Exclusive! Shareware. Arno Welzel/ Thomas Rawles. Premier desktop.

Crystal Atari Assigner (CAA) v1.5 — Exclusive edition! Freeware. Alexander Clauss. The best HTML document browser available for the Atari platform.

HTOS Compiler Fix version v1 0 — PD. Les Greenhalgh. AVR and SYN format samples — PD. Carol Monro. Samples to accompany Sound Chip Synth review.

Reader Disk AC#5

Edith Pro v1.22 UF — Exclusive! Freeware. EPC Software. Excommercial text editor.

HTML3.2 KIKZ v1.x — Exclusive! Shareware. Martin-Eric Racine. HTML keyboard shortcuts file for use with Edith, Evenat etc.

Videl Inside v2 00 — Freeware. Trisonic Development, François GALEA and Lexkan. Falcon vga enhancer.

Codenia utilities part 1 — Freeware. Matthew Bacon. Utilities including HiSoft BASIC source.

HTML tutorial — Exclusive. Neil Jones-Rodway.

STOS Using — Exclusive! Mart a Mther Tentone in disp play a single image bob on the logical screen.

UVK Demo v6.0 — Demo. Richard Karamakaras. The Ultimate Virus Killer and virus killer for the Atari platform.

Atari Computing Database #1 — Exclusive! Norman Bland.

Reader Disk AC#4

Bimap View IV — Exclusive! Shareware. Christophe Boyanique. Modular image processor.

Codenia utilities Part 2 — Freeware. Matthew Bacon. AutoCheck v1 00c including HiSoft BASIC source code.

Atari Computing Database #2 — Exclusive. Norman Bland.

HiSoft BASIC release 1.23 — Exclusive! Commercial © HiSoft 1987 1997. Complete and fully functional version of HiSoft BASIC.

HTML tutorial example files — Exclusive! Neil Jones-Rodway.

IP ELP Tester — Freeware, ©1997 Kaarnik Pfaish Productions. Program and files to accompany the Enhanced Joyport series.

Reader Disk AC#6

HomePage Penguin v1 7x — Shareware. Mallouin Jaap. Create your own Internet page without learning any HTML commands!

Bubble GEM (26/02/97) — Freeware. Thomas Much. Displays speech bubble style help provided in LAD and other applications.

Genuinely Frequently Asked Questions (FAQ) v1 0 — Richard Karamakaras/Robert Goodwin.

OLGA (Object Linking for GEM Applications) v1.2 — Freeware. Thomas Much. Enables OLGA aware applications to communicate intelligently with each other.

HTML tutorial — Exclusive. Neil Jones-Rodway.

HiSoft BASIC tutorial — Exclusive. Paul Jones.

Booster tutorial — Exclusive. Derryck Croker.

XP SACK v1 00 — Freeware, ©1997 Kaarnik Pfaish Productions. A utility which makes it easy to create SAA files for SAM.

System Audio Manager (SAM) v1.3 — © copyright MarsTS Corporation. Patched version of SAM V1.2 removes bug in the WavePlayMacro() call.

IP ELP tutorial — Freeware. © 1997 Kaarnik Pfaish Productions. Booster Source code to accompany the Enhanced Joyport series.

Alfa Lists v1 5 — Freeware, Mathieu Jaap image and and HTML document database generator.

MTkmn v1.20 — Shareware. Mark Wherry. Realtime mIDI harmonisation program.

PlaySID! — Freeware. Cream. Play Commodore 64 SID music files on any TOSFalcon. Includes SID files.

Atari Computing Database #3 — Exclusive. Norman Bland.

Fun mand

We believe our Reader disks offer outstanding value for money with over half our subscribers opting to receive the disk with the magazine. However for those readers who prefer to see what's on the disk before buying they are available separately. Please refer to page 6 for details.

OLGAnisator 25/1/97

Freeware

Thomas Kaneth

OLGAnisator is designed for use with OLGA (for more details see AC5 magazine and Reader disk). The OLGAnisator retrofits basic OLGA capability to programs which do not directly support the OLGA protocol. Currently the ID4-OLGA feature is not supported. Includes German and English documentation.

XURL v2.50

Exclusive

Freeware

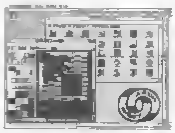
Garry Priest

XURL (URL eXtractor) is a utility which can extract URLs typically in the form "http // " from files. The URLs are compiled into an HTML document where each URL is listed as a clickable link which can be used to surf the net marvellous!

ResourceMaster v2.07e

Shareware

Armin Diedering (ARDI SOFT)



ResourceMaster supports the AES 4/Interface format used by most modern applications. Best of all ResourceMaster can import and export the colour Icon RSC files used by alternative desktops such as Thing and Gemini and, as far as we're aware, is the only non-commercial application which can. Includes comprehensive English ST-Guide hypertext format documentation and InterActive UK support.

InterActive Icon collection

Joe Connor

This collection, normally reserved for registered Thing users, includes over

300Kb of 32x32 and 16x16 pixel icons. Almost all icons include mono and sixteen colour versions and many are animated. Unlike some Icon collections these have been designed to look good together and naturally they load into ResourceMaster. Send us your efforts and we'll release another collection.

tictactoe v1.01

Exclusive

Shareware

Matthew Bacon (Cadenza Software) tictactoe is the "green" alternative to playing "noughts & crosses" on paper! Tictactoe is multitasking aware and GEM compatible. A desktop accessory version is available to registered users.

Stamp Values v1.1

Freeware

Mark S Baines (Linnhe Computing)

Stamp Values is a CPX program which calculates the combinations of stamps necessary to make up any desired value. Includes editable ASCII data files.

GEMMA 0.90

Donationware

GEMMA programming team

GEMMA is an extension for STOS BASIC which allows you to use GEM in STOS. GEMMA is like any other STOS extension: copy it to your STOS extension folder. Once this is done some features of GEM can be incorporated in your STOS programs.

GEMMA Frequently Asked Questions

GEMMA programming team

Still confused? Read this.

SilkMouse v4.2

Freeware

Mark Siegall

SilkMouse is a sophisticated mouse accelerator with knobs on! It's compatible with serial mouse drivers and includes optional screen saver, screen hold and keyboard debouncer.

HTML tutorial

Exclusive

Neil Jones-Rodway

Symbols and lists. HTML example documents to accompany the tutorial.

HiSoft BASIC

Exclusive

Paul Jones

Number guessing game complete with explanatory notes and source code.

Atari Computing Database #4

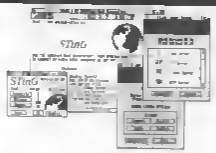
Exclusive

Norman Bland

Atari Computing's own database guide to AC#4 in ST-Guide format.

Shareware and public domain

NEWS



STinG

STinG is a TCP/IP stack which provides the connection between the internet your web browser and other internet client programs

STinG evolved out of ideas discussed in the STiK developers forum Peter Rottengatter and several others decided a complete rewrite was the only way to get rid of some restrictions in STiK and the release of STinG as a separate product is the result

STinG takes a modular approach designed to make STinG easier to extend and enable developers to divide the project into manageable chunks

There s a preliminary ST-Guide hypertext which describes the STinG model along with various other ASCII odeuments designed to help users get up and running but it s not easy reading

STing certainly look great but there s still no PPP support which means for anyone setting up to surf the web for the first time the choice between STiK and STinG comes down to which is easiest to get up and running and neither program could be described as user friendly

Peter Rottengatter
Email perot@pallas.amp uni hannover.de
URL. http://www.atod uni-hannover de/~gerot/

Nintari?

God Boy" is a Nintendo Gameboy emulator for the Atari Falcon programmed by Leon O Reilly with the Reservoir Gods development team The latest release is now available and features

- 12 colours on screen (compared with only four on a real GameBoy)
- DSP based 50KHz tracker music
- Stereo sampled sound effects
- Jaguar Powerpad support
- VGA/RGB compatibility

Leon O Reilly
Email LEON@powys tec.org uk
URL. http://www.ses.bebus.ac.uk/~oreilm/nintari.htm

Everest v3.6 beta release 3

The last English Everest release (v3 5e) was in August two years ago! There have been several German beta releases but

there s finally an English version maybe because Oliver bought a copy of MagiCMac to run on his Powerbook! The two main new features are support for long filenames and the OLGA protocol which used together with a suitable HTML Kürzel file, makes Everest and CAB the perfect HTML authoring combination (see Martin-Eric Racine s HTML Kurzel on the AC3 Reader Disk) Everest registration costs $11 via InterActive The latest unregistered version can be downloaded via the InterActive website

InterActive, 85 Mill Road, Colchester, CO4 5LJ, England
Email jmanuc@cix co uk
URL. http://www cix co uk/~inactive/

Profile v2.22

Mark Baines comprehensive Shareware system analyser has been updated again Profile is now compatible with all Atari machines emulators and operating

systems A Profile report is the perfect way to send bug reports to programmers Registration costs $5 ($6 outside Europe) for a key or $6 ($7 outside Europe) if you d like a disk containing your registered copy of Profile along with all the other Linnhe Computing software

Linnhe Computing, Linnhe Shore Street, Invar, Ross shire, IV20 1SF Scotland
Tel +44(0)1862 871624
Email mbaines@cix.co.uk
URL. http://www.stud.demon.co.uk/linnhe.html

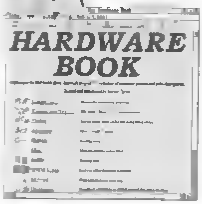
TransAction

TransAction is the world s first translation crew! They reckoned since demo coders can organise themselves into crews so can they Working with original software authors TransAction translate software to bring us new English releases Before TransAction was formed all the crew members had been translating software for years often duplicating each others efforts

Currently they translate German software into English but if you want to join the crew to expand their capability into other languages get in touch! The TransAction crew are currently inactive (Joe Connor) Mick Lock and Xiator (Peter West)

URL. www.users.xetnet.co.uk/micklock/transact/index.htm
Email. m.lock@xetnet.co.uk

MICHAEL RUGE REPORTS



Hardbook

The Hardware Book created by Joakim Ögrens is an HTML based technical reference guide to computers and electronic devices in general Although not specifically an Atari book it includes pinouts for connectors and information about constructing cables so is of general interest.

Email qtech@mailhost.net
URL. http://www.blackdown.org/

Hyp2GDOS

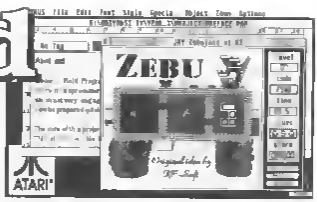
This Freeware TTP utility programmed by Martin Osieka can output ST-Guide format hypertexts (HYP) via GDOS to your printer or other GDOS devices

Output to GDOS is page oriented with each page calculated in memory before being sent to the output device

The layout of the printed pages can be controlled using variables which makes it possible to set the font header footer and page margins Images can also be printed in both black and white and colour although for colour output you ll need a TrueColor GDOS driver

Zebuland

Shiuming Lai unwittingly performs cerebral gymnastics on his day off...

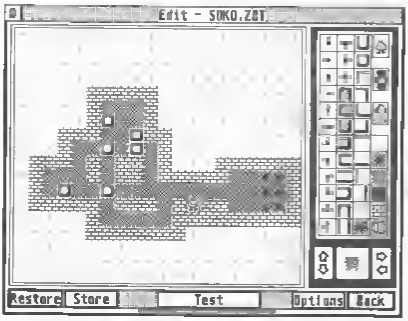


↑ The ability to run as an accessory makes Zebuland inconducive to productivity even for non-multitaskers.

I am pleased to see the active development of Atari software in The Czech Republic particularly since the quality of new releases is usually of a high standard and offers good value for money too. JAY Software's titles are reminiscent of the classic German ST programs so even though Zebuland is a game, it is wrapped in a GEM shell and won't run in anything less than ST-high resolution.

Let's not start with any pretensions this is no hardware-scrolling, tracker-music-stomping, psychedelic palette-switching technical tour de force. Instead the authors have concentrated on that crucial element known as playability.

Inspired by the popular KE-Soft games on the Atari 8-bit computers (which are still going strong!), Zebuland is a conversion of one such game which, in turn, is loosely based upon Sokoban. For the uninitiated, this is a puzzle game where a number of blocks have to be pushed around by the player's character, to cover up an equal number of marked spots in the play area. This is done against a time limit and ideally in as few moves as possible. The challenge comes from the maze-like organisation of the play area, so some blocks can only be pushed from certain sides, and more often than not in some kind of order.

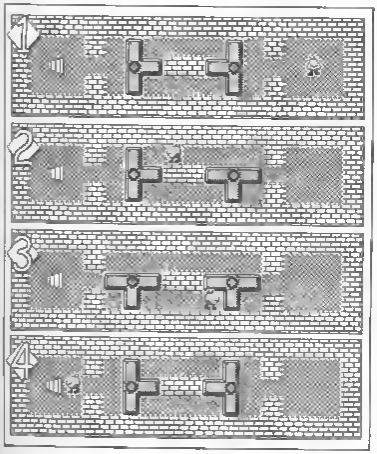


↑ The editor also handles Sokoban style levels - the possibilities are endless!

Zebuland borrows most heavily from the maze aspect of Sokoban but the objective is slightly different, in that the player must guide the character to an exit point on each level. Some additional obstacles in the form of gaps, broken ground and rotating blocks must be negotiated to reach the destination. A whole new dimension is introduced by these few features - there are many ingenious level designs requiring player's mental dexterity to match.

Certain levels have more than one character to play with, so it is necessary to switch between them and make them work cooperatively to complete the level. Control is by keyboard, joystick, mouse or Jaguar Powerpad ("Hurrah!" I hear Xav cry). All in all, engrossing stuff and definitely not one to start playing if you need to be somewhere in a hurry.

The unregistered version restricts playing beyond level 15. A key code system is used to unlock the later ones and the registration fee also rewards users with a nice level editor. Hopefully, if sufficient registrations are received, the authors will go ahead with their plans for a Falcon-enhanced update. ✪



↓ A simple guide to the first level. Own up then, who else still plays silly games with the revolving doors at big department stores?

ZEBULAND V1.02

Publisher
JAY Software

Contact:
Jan Krupka, Trnkova 26
Olomouc, 779 00 Czech Republic
Telephone +068/5419108
Email krupkaj@risc.upol.cz
URL http://www.inf.upol.cz/~krupkaj/jay/
Registration $10.00

Requires
Any Atari or compatible 512Kb memory, 640x400 resolution (ST high) or higher

Pros
Absorbing, completely sampled sound effects

Cons
Graphics too small (albeit necessarily)

Scores
Graphics 80%
Sound 85%
Gameplay 92%

86%

STAMPS VALUES V1.1

91%

Utility/Business
Freeware, all Ataris

Mark Baines has added yet another CPX to his collection Stamp Values is a postage calculator which shows the combination of stamps necessary to make up any desired value

To use it simply open up the CPX and enter the value of your letter/parcel in the Value box then click on the Calc button One or more boxes representing the stamps you need will be displayed It couldn t be easier!

If the exact postage required cannot be made up from the values in your personal datafile the nearest combination over the value required is displayed - to avoid underpayment

Like most of Mark s CPXs editable ASCII datafiles are included two in this case The first contains all possible stamp values and the second contains those you personally have available

By editing the datafiles you can even give priority to certain values which makes sense because most of us are more likely to have 1st and 2nd Class values to hand Mark may add direct support for this feature in a future version depending on feedback.

There s also no reason why the datafile couldn t be changed for use in other countries so why not edit the datafiles for your own use send Mark a copy to include with the main distribution?

Email. msbaines@cix.co.uk
URL. http://www.stad.demon.co.uk/linake.html

Joe Connor

GEMAR V3.06

92%

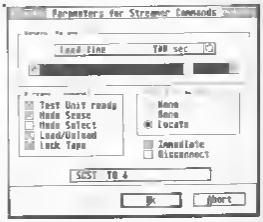
Utility/business
Shareware, all Ataris

GEMAR, programmed by Steffen Engel is a comprehensive GEM backup program which supports almost all SCSI tape streamers connected to the ACSI or SCSI Port on Atari or TOS compatible machines

When launched GEMAR displays its own desktop and although it does work in a multitasking environment it s not recommended for safety reasons If your hard disk driver software is incompatible with GEMAR an alert appears and you should copy SCSIDRV PRG (included) to your Auto folder reboot and try again

The GEMAR desktop includes an icon for each device and partition (CD-ROM, magnetic optical drive hard disk) along with the GEMAR streamer Icon Several different backup/restore options are available.

- Complete file backup
- Incremental file backup only data which has changed is backed up
- Complete image backup hard disk sectors instead of individual files are backed up



Backup sessions can be recorded and run as batch jobs and there s also support for the TAR Importers programmed by Carsten Friebe, which makes it possible to read data written on other platforms

1stGuide format hypertext help is included and this complements the optional 100 page A5 printed manual

GEMAR is a reliable mature and full featured application which costs 70 DM (approx $25) or 100 DM (approx $35) with the printed manual A commercial license including manual costs 200 DM (approx $70)

With the low cost of hard disks and removable media tape streamers have gone out of fashion but this does mean hobbyists can pick up tape streamer mechanisms at good prices Used with a copy of GEMAR you won t go far wrong

Email Steffen Engel@sz2 maus.de
URL. http://members.aol.com/steffens/

Michael Ruge

SILKMOUSE V4.2

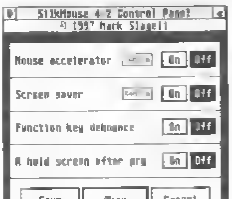
88%

Utility
Freeware, Atari ST/STe/TT/Falcon

The once popular SilkMouse mouse accelerator programmed by Mark Slagell has been updated from v3.2 to v4 2 and re-released as freeware instead of shareware This is the first update for three years and features a completely reworked acceleration algorithm SilkMouse is also fully compatible with serial mouse drivers

Silkmouse can be launched from the Auto folder or Desktop and configured using a separate PRG/ACC utility which offers several optional extras

- Screen saver including a new "saver exemption" feature which enables up to 20 programs which don t get along with screen savers to be exempted
- Function key debounce when a [Shift] key is held down and two other adjacent keys are pressed together many Atari keyboards erroneously report a [Shift]+[F1] or [Shift]+[F3] in addition to one or both of the keys actually pressed this option fixes it
- Screen-hold feature you know the feeling you run an unfamiliar program,



it prints something on screen then disappears Using this option and holding the right mouse button down freezes the screen until you release the button neat eh?

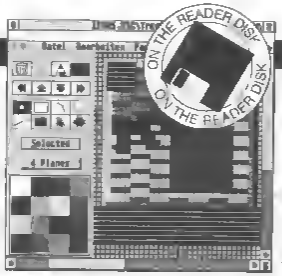
Mark Slagell
Email shiggo@aznet.net
URL. http://www.geocities.com/SiliconValley/Vista/4448/silkmous.zip

Joe Connor

RESOURCEMASTER 2.07E

88%

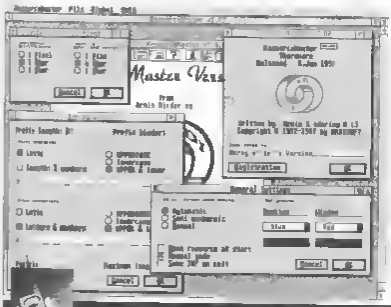
Utility/programming
Shareware, all Ataris, any resolution



⇦The icon editor Although most of the tool options are still greyed out it s perfectly usable

Resource editors are one programming tool we can all find a use for If you ve wondered what s inside the RSC files which accompany most GEM applications you can take a peek using ResourceMaster Typically RSC files contain the nuts and bolts of the user interface including the dialogs alert boxes and text strings Using a Resource editor it s possible to edit the RSC file so it looks different on-screen but a word of warning here making changes to a program RSC file can easily damage it rendering your software useless so always work on a backup Only make changes for your own use (or in liaison with the original author) and never distribute a hacked RSC file

In addition to creating the user interface for programs Resource editors typically include an Icon editor which can be used to create and edit your desktop icons ResourceMaster is the only non-commercial RSC editor we re aware of which can handle RSC files larger than 64Kb and supports colour icon editing up to 256 colours Although the Icon editor is still under development it can already be used to edit the colour desktop icons included with Gemani and Thing and this feature alone will ensure its instant popularity



ResourceMaster is programmed by Armin Diedering and has been under development since 1992 Version 2 includes support for all the extended features needed to support program development on the Falcon and other colour capable machines including the 3D look although it s equally at home on an ST in medium resolution As you d expect for a program going through a rapid development phase here are a few bugs to be cleared up but with each new release these become less troublesome

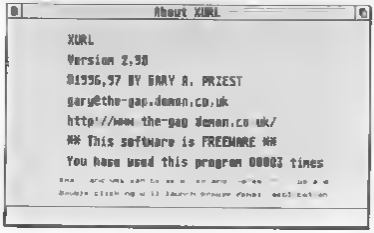
ResourceMaster includes English ST-Guide format hypertext documentation and is currently released as unrestricted shareware, although restrictions may be added dependent on the level of support Registration costs £18 via InterActive or 35DM direct with the author

Mick Lock

XURL V2.5

80%

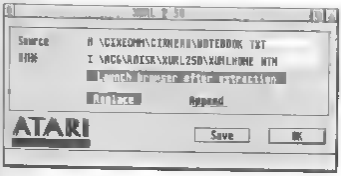
Communications
Freeware, all Atari



To access any web site you need a URL. These are often long and sprinkled with characters which are awkward to type making them a real pain to type in CAB provides a hotlist facility which makes accessing often visited sites much easier but what happens if you see a web site address in a text file on Usenet or on a BBS? You either have to copy it to the clipboard or write it down on a piece of paper Either way you re likely to lose or forget it Wouldn t it be nice if you could just point a program at a folder full of files or just one file and extract those URLs?

XURL (pronounced ZURL) programmed by Gary Priest does exactly that It extracts URLs which begin "http://" from files and adds them to an HTML document which can be loaded into a browser The URL can then be clicked on and your browser will jump straight to the given URL (so long as you re online)

Configuring XURL is straightforward and entails selecting a couple of paths one to a file or folder and one to an HTML document of your choice. If you want to launch a web browser automatically a couple of environmental variables have to be set and this is covered in the documentation



XURL is actively supported and developed - the latest versions include BubbleGEM and OLGA support

As it stands, XURL is in daily use on my system and has proved indispensable I save URLs to my CIXREAD notebook file and then run XURL over it I ve also pointed XURL at my Newsie Usenet folders and it extracted the URLs effortlessly

Although XURL is freeware I liked it so much I registered CoSTa (which I don t use) in payment!

Mike Kerslake

Floppyshop, PO Box 273,
Aberdeen, AB15 8GJ Tel 01224 312756

Summer Sale!

Here at Floppyshop we recognise that money is especially tight at this time of year with Summer Holidays on the horizon. Bearing this in mind, we have put together a number of special non commercial packs at lower than PD prices and have some tempting offers on a number of commercial packages. Only products listed on this page are on special offer, all our other products remain at regular prices. The usual per order P&P charge (details under Non Commercial Packs) applies to all orders for PD packs. P&P on commercial products are as stated and in addition to charges on any PD disks (or packs) ordered at the same time. All offers are subject to availability and valid until 30th September 1997 or while stocks last.

Non-Commercial Packs

We have seven PD/Shareware packs available. All prices quoted exclude P&P. Please add the following to your order for P&P: UK £1.25, Europe £2.25, ROW 15% of order value or £3 (whichever is greater).

Communications Starter Pack

Six disk set which includes the very best Shareware releases to get your modem talking to the outside world. This includes Internet software (Oasis 2 and the WWW Access Pack) packages for accessing BBS's or setting up your own (Connect and StarCall 2) and software for sending and receiving faxes (StarFax). All this comes bundled together on SIX DISKS for only £8 plus P&P. This pack requires a hard drive and 1 Mb of RAM.

Hewlett Packard Printer Support Pack

Just about everything you'll ever need for your HP printer including printer drivers for all the top Atari packages, screen dump utilities, graphic file printing at 300 dpi (colour or mono), alternative fonts and the software to download them, envelope printing, creation of A5 booklets from ASCII text and a whole lot more besides! Most programs/files are Deskjet 500 based and therefore compatible with all Deskjets (500 and 600 series) and Laserjets. Also includes SpreadoGDOS drivers for Laserjet, Deskjet 500 series and Deskjet 600 series (at 600 dpi and in colour!). FOUR DISK pack for £5 plus P&P.

MagiC Support Pack

Numerous utilities designed to make MagiC even better than it already is. Background printing (without NVDI), networking, the look and feel of Mac System 8, enhanced window management, Windows 95 look alike features and iconification of any program are just a few features you can add to MagiC using this pack. Key applications include: Window Commander, ALICE, IFS, Stewart, Start Me Up, Appline, DUET and the excellent Multi Tasking Tools. You can even create your own MagiC ROM chips if you have an EPROM blower! Most programs compatible with MagiCMac/MagiC PC. FOUR DISK pack for just £5 plus P&P. Needs 1 Mb RAM and MagiC v3 or later.

MIDI Programs Pack

Over 50 excellent programs which can be used with any MIDI based device. Contents include: MIDI scope, MIDI Talk, ByteOven, Chord Master, MIDI Maps, In Control, Robo Bop, Voxessel, The Panic Button, Chordial, MIDI Foxx, MIDI Spectra, Real Arp, Dump It, ST MIDI Ex, Midian, SMF Play, The Piano Player, MIDI Play, ST Muse, Patch Pad, GM Selector, Musicale, Cubase Help, MIDI Mouse Music, C Beat, Solid Beat, Piano Notes, Real Time MIDI Event Analyser, Delay Calculator, MIDI Menu, Schoenberg, Local Control, IROS, Algorithmic Musical Instrument, ST Thru, MIDI Router and more. SIX DISK pack for just £8 plus P&P.

MIDI Files Pack

All the MIDI files from our collection on four disks. These cover just about every possible musical taste including Classical, Jazz, Folk, Gospel, Rock, Pop, Ragtime, Soul and Reggae. Fully compatible with any MIDI synth and all MIDI sequencers which support SMF format files. This includes many Shareware packages and most commercial ones. Many are supplied as free samples from larger professional and semi professional collections. As such they are of excellent quality and you can order more directly from the companies or individuals concerned. Use these disks on Atari, PC or Mac! FOUR DISK pack with almost 250 MIDI files for just £5 plus P&P.

The Bournemouth CFN Collection

Over 320 professional quality fonts, making this the largest single collection of low cost Calamus fonts ever created. Supplied in Calamus CFN format and fully compatible with all versions of Calamus, Outline Art, the entire Digital Arts' series of products and others. Most fonts are supplied as complete font families (with genuine italics and bolds rather than mere slanted and thickened versions). Grouped logically into the following font styles: Serif, Sans Serif, Modern Display, Old Display and Script styles so there's something for everyone. TWENTY DISK set for just £20 plus P&P. That's a saving of £10 on normal PD prices!

The Bournemouth PostScript Collection

Over 320 professional quality fonts, making this one of the largest collections of high quality low cost PostScript fonts available for Atari computers. This is the PostScript version of the Calamus set listed above and is fully compatible with PageStream v2 and any SpeedoGDOS compatible application when SpeedoGDOS v5 or NVDI v3 (or later) is installed. NVDI users will require the additional PostScript module. Grouped logically into the following font styles: Serif, Sans Serif, Modern Display, Old Display, Script and Miscellaneous. SIXTEEN DISK set for just £16 pounds plus P&P. That's a saving of £8 on normal PD prices!

Commercial Superdeals

DTP+Graphic CD	~~£35~~	£30 + P&P (UK £2, Europe £3, ROW £4)
Positive Image v2	~~£65~~	£50 + P&P (UK £2, Europe £5, ROW £10)
Positive Image v1.12	~~£40~~	£35 + P&P (UK £2, Europe £5, ROW £10)
Family Roots II	~~£15~~	£12+ P&P (UK £1, Europe £2, ROW £3)
Easy Stitch	~~£10~~	£7+ P&P (UK £1, Europe £2, ROW £3)
EZ Art Pro	~~£10~~	£7+ P&P (UK £1, Europe £2, ROW £3)

Snap Happy

So you've just returned from that well earned break and got your holiday snaps back from your local Chemist. What next? Why not get them digitised using Floppyshop's low cost PhotoScan service. We offer a professional quality scanning service at competitive prices all year round, but due to the increased demand at this time of year we are offering our lowest ever prices on this service.

The maximum size on our Standard Service is a 6 x 4 print which is scanned and saved to floppy disk in both GIF and JPG format. Please state whether your computer can read high density disks as we'll do a higher resolution scan at no extra charge. Our standard service normally costs £2.50 per scan + P&P with a minimum order of 3 scans. For the duration of our Summer Sale the charge is only £2.00 per scan + P&P (as above) and the minimum number of scans is two.

We also offer a Professional Service for graphic artists, designers and professional photographers where the maximum size of scan is A5 all and you can choose the exact resolution you require. The normal charge on these is £4 +P&P each but the Summer Special is only £3 per scan + P&P. We need various details from you when using this service so please forward an SAE for our comprehensive PhotoScan leaflet before ordering. Ignore the prices on the leaflet. Summer Specials will apply if you order before 30th September 1997!

P&P on all PhotoScan orders is £1.25 (UK), £2.25 (Europe), £3 ROW.

Demo disk (please state ST or TT/Falcon) available for £1.00

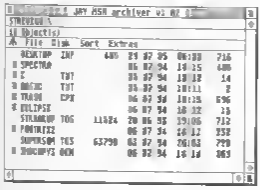
Ordering from Floppyshop

Please make cheques/POs payable to Floppyshop and ensure that you add the required amount for postage. Credit card orders welcome. Overseas customers not paying by credit card must make payment in UK currency by way of cheque drawn on a UK bank. Post Giro, Canadian PO, AMEX Money Order, International Money Order or Eurocheque.

JAY MAGIC SHADOW ARCHIVER V1.02 — 78%

Utility
Shareware, all Ataris, ST high resolution or above

The distinguishing feature of the Magic Shadow Archiver (MSA) format is its ability to hold an entire disk image, including the boot sector and non-standard track/sector specifications. Many demos on the ST use just that kind of disk organisation for speed and efficiency purposes. A glance at the Atari ST demos section of an FTP site will reveal lots of *.MSA files ripe for the picking.



0 Shaden of the desktop make an appearance in JAY MSA

Currently at v2.3 the original MSA has some limitations which JAY Software sees as good enough reason to write a totally new program. The main new addition in JAY MSA is the directory browse facility, a far cry from having to extract a whole archive first just to see what's in it.

Then there are new compression algorithms (which render archives incompatible with the old MSA - causing it to crash). Strangely using LZW compression on one particular disk yielded an archive some 10Kb larger than the original disk!

0 One of many informative dialoge tucked away under a smooth exterior

In use there is no doubting the superiority of the new program. Lots of options allow almost everything to be adjusted to suit and there's on-line help in ST-Guide hypertext format. Also making a debut are "MSA notes" - a small text field appendage intended for describing the archive contents (a la ST ZIP). Unlike MSA 2.3, JAY MSA can be properly installed as an application, so an archive can be loaded into it by dragging on to the program icon or double-clicking an archive named with an appropriate extender.

Is it worth the $10 shareware registration fee? Hmmm. JAY's MSA program is slightly slower (2:55 minutes to recreate Aura's High Fidelity Dreams demo disk compared to 2:40 for MSA v2.3), but much more modern and user-friendly. However, the original MSA is free, takes up far less space and gets the job done so it's a tough call. For archiving "normal" disks - readable from the desktop - there are alternatives like Christian Grunenberg's excellent LHarc-Shell, which in addition to being able to browse directories offers better compression and cross platform compatibility. Finally, new ST software released using weird disk formats is becoming a rarity anyway.

All these factors swings somewhat against JAY MSA. Make no mistake, these guys certainly know how to make a decent GEM application, and I'm all for variety and choice. JAY MSA is a promising piece of work but it's probably time for them to channel their efforts into something more innovative. Registration costs $10.00 and gets you a key code.

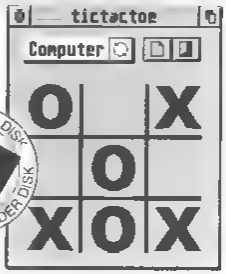
Shiuming Lai

CONTACT

JAY Software, Jaa Krupka, Trukova 26, Olomouc, 779 00, Czech Republic
Telephone +068/541918
Email: krupkaj@risc.upol.cz
URL: http://www.inf.upol.cz/~krupkaj/jay/

TICTACTOE V1.1 — 78%

Game
Shareware, all Ataris



Thanks to Matthew Bacon and Cadenza Software we have the answer to playing Minesweeper on a PC - we have electronic noughts & crosses! I suppose it does save paper and the game is nicely GEMmed up and multitasking compatible but I can't help feeling underwhelmed - maybe it's just me and my well known reluctance to engage in what other people describe as fun?

You can play tictactoe against a friend or the computer. Was it just me or didn't we all learn how to win or stalemate every game as kids? There's also a nice ST-Guide hypertext to teach you how to play in case you need it. Given the computer is perfectly capable of stalemating or winning every game Matthew has programmed it to let the human win occasionally! I don't know what's worse: playing the game in the first place, playing someone else or playing against a computer which lets you win sometimes!

On the other hand registration is completely free and offers worthwhile benefits:

- Five consecutive game limit removed
- Desktop accessory version
- The latest versions of all the Cadenza Software (including HBASIC source code for many applications)
- Because Matthew will be better placed to know which software to develop and update which benefits us all
- Because you'll feel a warm glow inside - although this isn't scientifically proven yet!
- Why not?

Email: k964101@kingston.ac.uk

Joe Connor

Siliconvention 97

Leon Tat Arnel and Flinny visited the Siliconvention truly a golden coding party for Atari users held in Bremen Germany Leon O'Reilly reports

It was a Tuesday when I left my home in Wales some three days before the party was due to begin At midday I boarded the train to London and headed for Victoria Coach Station

I arrived at Victoria in plenty of time and met Tat shortly afterwards We chatted about his forthcoming demo "Sonoluminescenz" and he was worried he didn't have enough effects to cover the five or so minutes of music Our coach eventually turned up and we shuffled on board I managed to get a fair amount of sleep on the coach as we travelled across the Netherlands Belgium and on into Germany

Agent T of Cream and Jet of Avena were waiting diligently for us at Hamburg's coach station and since neither of them had a car so we had to negotiate the Hamburg underground system We eventually arrived at Agent T's place where we bought each other up to date about the Falcon scene The big news was he had tracked down Mad Max (Jochen Hippel is one of the hottest ST musicians in the scene and a living legend) to a small village in Germany and had invited him to the Siliconvention Agent T had also recently interviewed Centek, the company behind the exciting "Phoenix" project and showed me an article about it in ST Computer

We saw a preview of "Sonoluminescenz" and even in its uncompleted state I was staggered I was confident it would win the demo competition - even though I hadn't seen the other entries! Tat and I did a bit of coding before catching some much needed sleep!

Around lunch time Thursday I resurfaced and did some work on my "God-boy" Gameboy emulator while Tat continued working up his demo Agent T busied himself constructing some logos for it and showed me the stonning graphics he intended to enter into the pixel competitions - he's in a class of his own on the Falcon at present Later Arne of Avena turned up

We stopped briefly at the Symposium party place, at Hittfeld near Hamburg, where last year's Symposium '96 party was held to drop Jet of Avena off with his gear The venue looked a bit grim just one massive hall -these tend to be a bit soulless and lacking in atmosphere and I was very pleased we were off to the Siliconvention instead

We arrived at the Siliconvention venue the Burgerhaus in Bremen at about one in the morning and the place was deserted so we headed over to Mr Coke's where we got some sleep

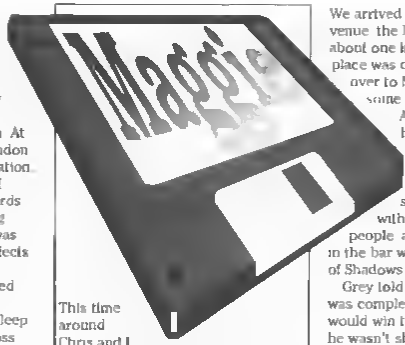
At a more civilised hour we headed back to the Burgerhaus and found some members of the Dead Hackers Society sitting in a corner along with some other Swedish people and two Polish guys sitting in the bar who turned out to be Grey of Shadows and Winlo

Grey told me the Shadows demo was complete, very impressive and would win the demo competition! - but he wasn't showing it off until then

An extra hall was opened up which gave us some much needed more space and it was soon filled with crews coding on the Commodore 64 and other machines

There was a Pacman arcade at reception and a prize was promised for the person who got the highest score on this machine There was also a "multimedia information point" - designed by Mr Coke based around his Falcon

We found a room with enough space for both myself and Tat to set up and work on the monitors were provided by the organisers which was a big help



This time around Chris and I have decided to devote the Maggie pages entirely to the recent Siliconvention 97 party This was a very significant event indeed for the Atari demo scene and this is an edited version of Leon's article included in Maggie 23

All the demos featured in the article along with the Maggie diskmags are available from most PD/Shareware libraries and on-line services

Richard Spowart and Chris

Holland The Maggie Team, Inc

Check out our website and email us your comments

Mod of TSCC introduced himself we had a long chat about the Atari scene He showed me around the Undercover shell although I still prefer the Maggie one! It's great to see an alternative

8 The IT demo by Shadows (Poland)

diskmag like theirs long may it continue. Soon afterwards fellow TSCC member MC Lazer and Flinny (Nick Flintham) and Arnel (Neil Jones-Rodway) appeared

The first day we were plagued by power cuts which took ages to sort out and badly affected the real time article which was running on a Mega ST running Tempus. In the Dutch room Pieter van der Meer author of Neurobotix was coding a 4k intro for one of the competitions but spent more time working on his new Falcon game - a promising looking Elite style game. I also met Com7 here and it looked like he'd brought along his entire music studio!

TSCC and Escape were in the next room. TSCC working frantically on their 96ktro and Escape working on "Sili-Con-Carne". Also present were Therapy some ex-Spirits guy and in the corner Juri from New-Line making tunes as usual.

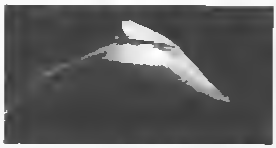
The room at the end of this corridor was filled with Playstations and other consoles for everyone to use no Atari 2600's though! The Swedes were alive and kicking next door, the Dead Hackers Society. No Crew and some other Scandinavian types had made this their headquarters - definitely the loudest and wackiest room!

The second door on the right housed TNB coding their ST demo and RDT working on Running and the final room on the top floor held Lazer Inlet. Absence and some noisy Mac owners. Out in the corridor sat Tat, Agent T and myself and we were later joined by Fried of Avena and provided a second home for Flinny and Arnel.

Grey of Shadows was worrying about the "Pandemonium" demo which he was supposed to have received by email so he kept popping down to the local internet cafe to see if it had arrived. Flinny and Arnel also passed plenty of time there - where would the IRC #atari channel be without them?

Mad Max turned up in the evening sporting a new haircut and a number of new pieces of ST music - keep your eyes peeled for these. We were mightily impressing when Winlo set up his upgraded Atari XL and showed us some of the best XL demos and we all stayed awake into the early hours and suffered from lack of sleep!

Sonolumineszenz - the clear winner!



The demo competitions were held in a large hall downstairs. There were two screens with two viewing areas. I didn't get to see all of the competitions and was particularly annoyed I missed the 4k competition while coding. There was also a "fake demo" competition - no doubt inspired by the Senior Dads efforts at previous conventions. The advent of the 96k competition was greeted with some relief - at last some new Atari demos!

It was great to see TNB releasing an ST intro - we haven't seen many ST demos lately. It was a corker with lots of nice effects but TSCC's demo was the most impressive of the bunch.

The only entries in the main demo competition were on the Falcon - a total of five! It's great to see the scene kicking back into action.

- Therapy were very unfortunate because a vital file wasn't included on the final disk.
- Polish new-boys Pandemonium unveiled their debut Falcon release "Ignis".
- "Sili-Con-Carne" was Escape's play on words and also their rather splendid demos the demo featured lots of original effects and brilliant music.
- Shadows have been promising great things for a while and finally delivered with their entry "It" which featured brilliant bump mapping including 3D bump mapping although this was a bit slow because they didn't use the DSP and was clearly a contender.
- Jaws hit the floor when "Sonolumineszenz" opened with an environment mapped fish started swimming across the screen and looked set to win by a landslide of Tony Blair proportion!

At around 2am we headed downstairs to watch Tommy of Avena's live music set. He was performing with a friend and as the two of them hunched over the keyboards and 303s they struck me as the Germanic equivalent of the Chemical Brothers.

Monday morning was voting time using a GFA program developed by Mr. Coke and used at Symposium '96. There was surprise as TNB won the 96ktro competition not only beating entries from other platforms but also

the favourites TSCC - who had gutted written all over their faces! They brightened up a bit when they won the 4ktro with their stunning bump mapping effect which even runs on a standard ST.

There could only be one winner in the main demo competition and "Sonolumineszenz" duly won it by the proverbial country mile with "It" by Shadows the runner up. Tat picked up his prize - a spanking new Nintendo 64 and beamed like Burnley had just won the FA Cup! Agent T picked up a Playstation as a prize for his rendered picture.

I got chatting with Martina of Lazer who revealed she was keen to do another Falcon demo when she had time. Lost Blubb had done well since its release back in 1995 with several showings on MTV and other cable and satellite channels.

The last day was soon over and people started to pack up and head off home to their respective countries. It was generally agreed it had been a great party - certainly on a par with the classic Fried Bits parties and miles better than the rather dull Symposium '96 event last year.

We took the autobahn back to Hamburg and back at Agent T's we had a well earned sleep. The next day we tried out the PSX and the demo cd. We spoke to Thyroxin and Jet of Avena who had helped to organise the Symposium PC and Amiga party held the same weekend and said they wish they had attended the Siliconvention instead.

The Atari scene is characterised by friendly people who genuinely love their machines and have a real interest in what everyone else is doing. Parties like Siliconvention really emphasise the difference between the Atari scene and other platforms.

The Siliconvention exceeded my best expectations. It was big enough to make it worthwhile with lots of fantastic releases yet managed to remain intimate. Friendly and best of all great fun. It was really brilliant to see so many people still actively involved in the Atari scene - even some we'd given up on months ago. There was a sense of the Atari scene being reborn with new sense of direction and new energy. We went Around The World and Siliconvention '97 definitely had Da Funk ✪

Bringing multimedia to the Falcon

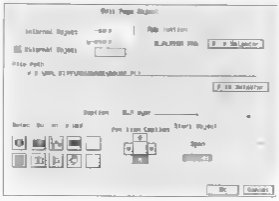
Multimedia conveys messages using a number of different methods or media. On a computer this generally means using text, sound and images - both stills and movies. After lots of head scratching multimedia has found its niche in presentation and education where it is both effective and cheap.

Back in 1993 the Falcon was billed as a multimedia machine. Thanks to TOS/GEM and compact applications the Falcon can still turn in a reasonable performance compared with other platforms.

The Falcon sound system is built-in which means programmers can rely on its presence. The video system supports up to 16-bit colour which is good enough for most applications.

MultiPlicity, the Concept

With the above in mind I set out to program MultiPlicity, a multimedia authoring package, as my final year computing project at University.



↑ New, improved Edit Page Object dialog.

Presentations are based on a book metaphor. Each presentation is called a book and each screen within that book is a page. Once a book is built the reader simply clicks on an icon on a page to start a multimedia event.

Putting it together

The first thing I did was to create a Requirements Document containing (shock horror) details about the project. Using a word processor it's easy to add things as you think of them and keep the document up to date. Here's the main headings:

- Introduction: General outline of the program's abilities.
- Hardware: Hardware requirements for the program.
- Functions: Listing of everything the program does and operational requirements (by far the longest section for MultiPlicity).
- Constraints: For MultiPlicity this stated the programs should use GEM and detect the presence of a multitasking OS and act accordingly.
- Test data: How the program will be tested.
- Future enhancements and developments: Anything you envisage adding to future program releases.

The Requirements Document helps determine:

- What the program should do but not how it should be done.
- Helps separate what is required for the program to function, from features which are desirable but not essential.
- Sets the boundaries for the project.

Setting the boundaries was essential because for a multimedia authoring package the sky really is the limit and I only had 15 weeks to complete the project.

One of MultiPlicity's key aims was to call external programs to run multimedia events. This was partly due to time constraints but on reflection a more important reason is flexibility. For example if an external viewer is updated MultiPlicity can use it without changing a single line of code. When I wrote MultiPlicity there wasn't a decent AVI or Quicktime player available. Now Movie Player is available it can also be utilised. The Thing desktop takes the same approach and I suspect this model of program development will increase in popularity.

Not everything in MultiPlicity uses external applications. There are internal routines for handling IMG graphics files, AVR sound files and ASCII text files. The main reason for this was to give me experience at programming using these types of files, one of the learning objectives I set myself. Of these, only the graphics handling is essential because it's needed for page backgrounds and icons but the audio code is pretty cool too because it utilises the Falcon sound system - something few external players do. Both these routines have been improved in MultiPlicity 2 (with colour and 16-bit stereo support). All this was in the Requirements Document and ensured I didn't get side-tracked coding a FLIC movie player!

AtariPhile by the FFF

We're pleased to include another Martyn Tidd article this month. This time around Martyn has revised and updated his original MultiPlicity article to reflect changes in the latest version. As usual Joe has distilled the article down to around one quarter of its original size so if you would like to read the complete version please order a copy of AtariPhile #5.

AtariPhile #6 should be available as you read this and if you'd like to order a copy send an SAE, disk and two stamps per issue, one for return postage - one towards our costs. Don't forget to state which issue/s you require! Currently our ftp site is unavailable but the current issue can be downloaded from:

URL: www.fffnet.demon.co.uk/

or read online at:

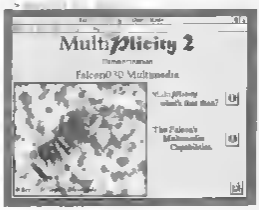
URL: http://www.wnlusoft.co.uk/fff/

Contacts:

AtariPhile, 11 Pound Meadow, Whitchurch, Hants, RG28 7LG, England

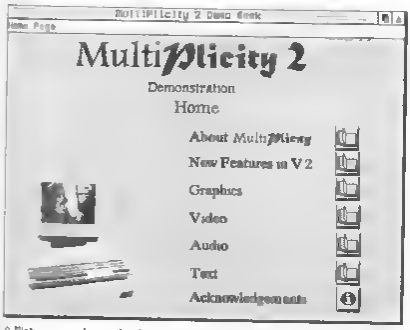
Email: atariphile@fff.compulink.co.uk

Colin Fisher McAllum



↑ Page backgrounds can be in full colour.

So ready to start coding yet? Everybody yells "NO" but I say possibly although not the actual project. If, like MultiPlicity, your project relies on coding something you are not sure about it is worth spending time now to try out a few ideas and see if they work. In MultiPlicity's case it relied on its ability to call other programs to run concurrently with MultiPlicity. My original plan was to use Pexec() which is the time-honoured way of calling programs from within others. This didn't prove to be what I wanted.

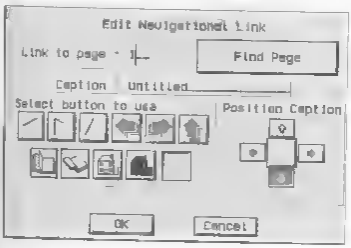


⇧ Pictures can be embedded in page backgrounds

because the calling application is frozen until the called application quits I eventually used shel_write() which is the method used by desktops and works well under MultiTOS Geneva and MagiC

Designing the Software

Once you know what the software is supposed to do it's time to decide how it's going to do it I would recommend taking a top-down approach Design the software at a superficial level first going into detail later So for example if you want to open a window, at the top level you would simply write "Open Window" Later you can add the details of how this is done. This means you won't get bogged down with detail when you are still trying to work out the program flow I use Thought! from Titan Designs for this It's a bit pricey but makes the whole thing really easy to do



⇧ New colour animated icons for both links and objects

At the end of the design process the whole thing can be output to printer either in its diagrammatic form or as pseudo code that can be more or less directly translated into the language of your choice (assuming your design is detailed enough)

The best low-cost solution is to write pseudo code directly using a word processor or text editor Pseudo code is similar to real code except you don't have to worry about syntax It works something like this at the top level you would write

```
1       Open Window
```

Later on you can add more detail

```
1 1     Create window
1 2     Open the window
```

Going down a further level may result in

```
1 1 1   wind_create(window1)
1 1 2   wind_set(title= Window1 )
1 1 3   wind_open(window1)
```

At this stage the commands are almost in C ready to write the actual code It's worth trying to identify parts of the program which can be recycled not just in the current project but in future projects as well a good example of this is the GEM initialisation code which is almost identical for every program

Finally the user interface needs to be designed For a GEM program you can kill two birds with one stone here by designing the interface using a resource construction program I used WERCS, which comes with Lattice C for MultiPlicity but have now moved onto Interface which is more comprehensive Once the interface is designed it can be plugged straight into the program code

Writing the Code

Code should be structured to be as readable as possible Use indenting if your chosen language allows it and don't be afraid to leave blank lines to separate different parts of a function Always sprinkle your code liberally with comments so you or someone else can figure out what's going on

For MultiPlicity I used an approach called "incremental prototyping" This involves coding a section then compiling and test it in isolation It does sounds tedious and isn't ideal for every project but for MultiPlicity it worked really well Seeing the results of my efforts quickly really helped maintain my enthusiasm This approach also helps to keep debugging down to bite size chunks and is infinitely preferable to wading through 5 000 lines of source code To a certain extent incremental prototyping also sets the order in which things should be done for example, you can't open a GEM window until you have initialised GEM

If your chosen programming language allows consider splitting your program into modules These help reduce compilation times and only entails a small extra overhead to manage

Testing

There's no such thing as bug-free software but generally speaking the more the better rule applies Get other people to beta test it for you If you're on-line it's easy - just ask and you'll get plenty of volunteers Atarians love to get involved the Atari community is brilliant like that and one of the reasons I have continued to develop on this platform

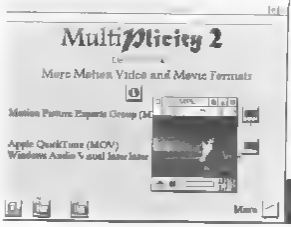
Ongoing development

No program is ever really finished There is always one more feature to add and there will always be bugs to fix I released MultiPlicity v1 03 as freeware back in May 1996 Since then I've wanted to implement internal colour support and MagiC support but it took ages to get the relevant information together so there has been a long delay until I finally released MultiPlicity 2 several months ago ○

Multiplicity 2 is shareware and costs $15 to register Continued development is dependent on support from users so if you're using MultiPlicity please do support Martyn in his efforts

Martyn Tidd, 6 The Hollow Gossops Green, Crawley, West Sussex RH11 8BT
Email MartynTidd@aol.com

⇧ Internal graphics routines can display images in a window



Creative Calamus

by George Bradford

RASTER SHAPES

Most of us have come to accept the simple raster plane shapes made available to us in Calamus Desktop, and like myself, I'm sure you wished at times that the selection was larger Well it is, if you are willing to push the envelope to the extreme and see what's hidden in the depths of this program

I discovered the bonus features shown here when I accidentally selected the wrong border weight for a small star shape and strange things appeared Being intrigued with what I saw, I decided to probe deeper and check out the possibilities of the other raster plane shapes, and what you see here are only some of the results I have no doubt that there are more offbeat graphic effects hiding within the program, so don't hesitate to experiment and see what else can be found

From what I have seen, the border line appears to thicken to the inside of the shape only, and not outwards whatsoever, contrary to many other programs, which tend to thicken equally on both sides of the line Also, a broad outline does not come to a sharp point, but results in a blunt, sawed-off mitre, giving the star shape aesthetically pleasing flat tips At the same time, an extremely overweight border line tends to grow inward until it actually passes out the opposite side of the shape, creating some rather ungodly effects.

All you have to do is pick and choose the ones you like, and build a sheet full of them with brief notes on how you achieved the shape The one thing you must keep track of is the dX/dY sizes of the frame, since these determine the exact pattern As you can see by the limited sampling I have supplied, they just might be the answer to your prayers

The first example shown here came so close to representing a heraldic shield that I couldn't resist giving it the place of honour As noted, it was built using the star shape with a 210 point screened border with no fill You will have to work carefully with this one since it proved to be very sensitive to frame adjustments and altered its state radically with even the smallest movements in either the X or the Y direction The single solid black down shadow seemed the best choice for my purposes, but the other shadows give different effects also Although one of my favourites, this was one of the last shapes I discovered, after much trial and error, so I am sure there are even more ingenious effects still to be discovered

The strangest revelation I encountered was the fact that the triangle pointing right, will produce a blunt stubby arrow pointing left, and vice versa (See "FIRE EXIT" example) This is obviously due to the overweight lines stumbling over each other in one way or another Naturally, this stubby arrow effect would be easy to create in the normal manner, but it is an interesting experiment

The horizontal round ended shape could also be made with circles and a wide rectangle, but once mastered, this overweight border method is faster and easier to alter, since it can be done with simple commands (See "ATARI COMPUTING" example) You just choose the shape, click on 40 point screened border with black drop shadow, and then stretch it the desired size If you stretch it deeper than 80 points high, you may have to enter a fill command also, since an gap will appear in the centre

One of the most versatile raster plane shapes proved to be the 'flash", simply because of its irregular outline

This example was produced using the star shape and applying a 210 pt. screened border, plus drop shadow It is very sensitive to proportion changes, so adjust the frame carefully until you achieve the desired shape This one has heraldic characteristics with shield – like proportions

Size dX 3.44 by dY 3.44 inches

As can be seen by "The Log Cabin" example, when stretched sideways it produces a very pleasing free shape to work within One of the many "ungodly" shapes possible by using the overweight line is shown in the "Wild Fire" example By forcing the border weight to 110 points I was able to come up with a great freeform splash on which to overprint By altering the border weight gradually you can produce any number of these offbeat shapes, but only a limited number of them are truly pleasing and professional looking

Another shape that gives great results is the inverted bevel rectangle shown in the "WOODSMAN" and "FIRST" examples Here again, you can overdo it and get some crazy effects that are far from practical,

however, if you pick and choose you will find numerous useable ones also. I think the "seal" effect would be great for the bottom of a letter or certificate, and with a simple ribbon hanging from the bottom, it could really go places (The ribbon could be built easily in Calamus by using a rectangle and two triangular shapes)

I should mention that I could get very little response from the more orthodox shapes like the normal rectangle, rectangle with inverted square corners, the circle, the octogon, and the rhombus. Possibly due to their symmetry these shapes tend to distort into little more than boxy shapes, and I gave up on them

One important point that should be mentioned about these borders is the fact that although some of them are quite ornate and complex looking, they only average out to about 3K of memory per border effect. So when it comes to screen refresh, they don't hang you up in the least

With regard to the type overprinted on these shapes, much of it has been given the outline commands only available in Calamus version 1.09N and beyond. You will also find that some of these overweight border effects may display quite differently on the Full Page, Normal and User Defined size screens. The 200% zoom was by far the most accurate representation, and possibly greater enlargement would be even more exact. Whatever your opinion of this mischief, it's certainly worth a peek.

QUESTIONS & ANSWERS

Sick as a parrot!

Q You made me sick! I am sorry but instead of the usual boot licking you rightfully deserve, I must say your article on the last number from Dr Steve's house of upgrade horrors made me puke!

I knew about the STe's problems with the DMA chip and SCSI connections but Dr Steve, you made me open my machine again and cry like a PC user when I saw the bloody CO25613-38 chip stuck on my motherboard. Where did you find another chip - one that works that is? I now have a new baby - a Falcon - at last, a Falcon, and now I am crying again - sniff - sniff!

Ricardo Madeira, Loures, Portugal

A The only acceptable DMA chip number is C388739-001A. These are usually soldered in place underneath the floppy disk. Unless you know what you're doing this isn't a DIY repair. The solder quality on ST's is good and using inferior tools and excessive heat will trash the motherboard. We (FDC) retail the IC at $35.00 plus $5.00 for a socket and a $15.00 charge to fit it. Courier delivery from Portugal isn't a practical proposition so unless Ricardo fancies a holiday in the UK I he'd be better off to get it fitted locally.

Scott Forshaw, FDC
FDC Computer & Electronics Engineers
99 Oldham Street, Oldham, Lancashire, OL1 2NT
Tel/Fax: +44(0)161 620 4490
Email: fdc@cix.co.uk
URL: http://www.cix.co.uk/~fdc/htmlchain.htm

File copying

Q I copied a 331Kb file from drive A to a SyQuest EZ135 using the TOS 1.62 desktop via Drag&Drop. The copy dialog appeared and the file was copied with no error messages (or sense errors from the ICD driver) but the destination file was only 1024 bytes long!

I perform this operation all the time and have never encountered this before, a second try produced the same result. Are the filecopy routines broken?

John Steen, via CIX ataricomputing conference

A TOS versions prior to TOS 2.06/3.06 do not always correctly recognise floppy disk changes. This could result in TOS using the file allocation table (FAT) of the previously loaded disk to copy a file onto the current disk, which almost certainly corrupts the current disk.

I'm not sure if this is an unrelated problem but I'd imagine it could affect all removable media.

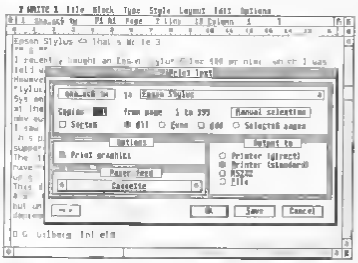
Jeremy Hughes, via CIX

AC#5 GLITCHES

There were some factual errors in AC#5 we'd like to clarify:

- In Mark Wherry's System extensions article on p18 we stated BubbleGEM was MagiC only. Thanks to several people for pointing out it works just fine under all multitasking operating systems: MagiC, Geneva, MultiTOS and N.AES. BubbleGEM also works under single TOS - so long as it's renamed and installed as a desktop accessory!
- In the Crown of Creation review we stated in the product boxout the on-screen text was German - yet you can clearly read English text in the screenshots - whoops!
- Martyn Tidd's AtariPhile Multitasking article on p50 states there are three multitasking systems to choose between - there are four including N.AES.

Epson Stylus <> That's Write 3



Q I recently bought an Epson Stylus Color 400 printer which I was told was compatible with an STe running NVDI 4 and That's Write 3. However, even though there is a TW3 printer driver called Epson Stylus it just doesn't work!

System Solutions told me to use the NVDI 4 driver but I can't get at that from the print instruction in TW3. Am I missing something obvious?

I saw in an old magazine COMPO were offering a disk which solved this problem but since they are no longer in business I don't suppose there's any way to get hold of this?

The other advice I have been given is to buy Papyrus but I really have no confidence in buying another software item which may end up giving me other problems.

This disappointment is the nearest I have got to scrapping all my Atari kit and visiting my local PC World! An over-reaction maybe but unless someone at Atari Computing can help me out of this deep depression ...

D G Gilberg, Enfield

Give me the Fax

Q Can anyone tell me if STraight Fax is any good, does it have any shortcomings need all sorts of extras to work, is it still supported and is it worth the money?

James, via CIX

A STraight Fax works fine an my elderly 4Mb Mega ST/Supra Fax modem combination. I have been using it to send out press releases and the software deals efficiently with managing lists of recipients. Faxes can be sent immediately or scheduled for later.

There are a couple of minor irritations. First, it's not possible to mix normal/fine resolution faxes in the same transmission and second the cover page allows an image at the top of the page but not at the bottom - which would be useful for signatures.

On the plus side there's a useful facility to embed image filenames in ASCII text so you can do this yourself - something like:

```
$INCLUDE.C \FAX\ INTRO.J01
Bodjte tigeneheie
Blah, blah blah
Ricardo
```

HMM, CD-ROM HASSLE?

I had a problem trying to access my CD-ROM using NeoDesk v3.3: every time I tried to access it NeoDesk gave me a "Data may be damaged" message after selecting the "Hmm" button a window would open showing the contents of the CD and the same thing happened every time I tried to access a new folder on the CD.

I finally traced the problem to NeoDesk - it appears if you leave the "Check for executable bootsector" option in the Set preferences menu on it gives rise to the problem I've described - turn it off and no more hassle.

Dave Hollis

The .J?? file extender is STFax's proprietary image format. I use GemView rather than the built-in routines to do this.

Roger Darry, via CIX

A I think STraight Fax is expensive but it is reliable and easy to use so I would recommend a second-hand purchase.

David Stevenson, via CIX

A Straight Fax works completely problem free for me and it does get updated What more can you say? It's not cheap but I think you get what you pay for

Roy Ardent, via CIX

A A few people have reported problems using STraight FAX driver with Papyrus I use it regularly without problems however you must enter 0 in the margin settings in the driver setup within Papyrus

Rob Perry, via CIX

Classic gaming

Q Can anyone at Atari Computing help me track down Atari ST versions of these classic original Atari games Space Invaders Arcadians and Defender (AKA Guardian) Any help gratefully received

Mark Rush Dumfries

A These were actually Classic 2600 cartridge games (and still are) Phwow invisible invaders! However there are original style versions including a Space Invadera by Sinister Developments, and Taito s Super Space Invaders

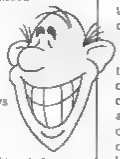
I can remember Arcadians on the 5200 7800 but not on the ST

Colin Means, CIX ataricomputing conference

HOLD YOUR TONGUE!

Atari enthusiasts never say

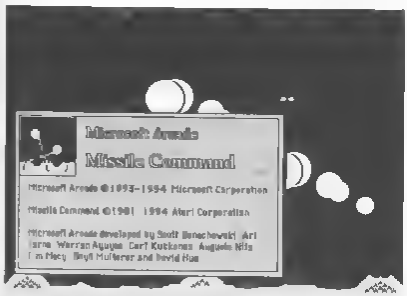
- Let me help your with those AUTOEXEC BAT and CONFIG.SYS files
- After working all day on an Atari I can't wait to get home and play on my PC
- It only took me two days to install my operating system!
- I miss the good old command line this desktop is far too tricky to use
- Instead of going on holiday we put the money towards upgrading our system



A You can print successfully from papyrus using NVDI Not only can you get 720dpi in colour (1440dpi in NVDI v5 coming soon) but the output is calibrated and error-diffused dithered to give output almost as good as Imagecopy The rules to follow when printing via NVDI v4 are.

- Make sure NVDI.INF has the SPOOLPATH set to a partition with up to 60Mb of free space. The actual space required depends on the page you output but 60Mb is about right for 720dpi on DIN A4
- Select TrueColor in the NVDI DRIVERS.CPX.
- Make sure Papyrus compatibility is set to MEMORY.SYS

Rob Perry



A Our commercial Universal NETwork software supports the LANtech system LT101 cartridges with a transparent multitasking software networking system The software has been continually supported and updated since 1991 The Lantech cartridges can throughput a file at around 26K per second which is reasonably fast Our software also allows individual file copy tasking in the background while you continue working in the foreground You can make your own cable with RJ59 cable and a BNC connector on each end to connect two computers The software costs $65 per node - obviously you need at least 2 nodes The software works well and has been successful in more than 350 installations around the world networking more than 1000 Atari computers!

Rod MacDonald, A&D Software

A&D Software 908 NW Starlite Place Grants Pass OR 97526 USA
Telephone/Fax: +1(541)476 0071
Email: stinformer@chatlink.com
URL: www.chatlink.com/~stinformer

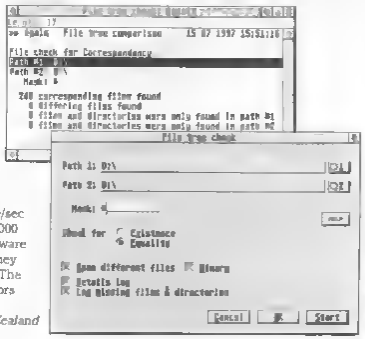
SCSI Masterclass

When using Tree Check from Kobold to ensure all files have copied properly from one partition to another make sure you select the original partition as the destination path not the source path

The protocol log does not show files which are present in the source but not in the copy only the other way round

I prefer to use the equivalent facility in égale, because this notes separately any files present on one partition but not the other I also find it more reliable the Kobold utility shows some files as different even though comparison in égale shows the files are identical

Peter West via email



A If you're looking for classic Atari arcade action the original versions of Missile Command Tempest Centipede Asteroids and BattleZone are all available from Microsoft as part of an Arcade action series available for the Mac and PC platforms It s not often you ll see Microsoft and Atari in the same dialog box!

Joe Connor

LAN networking

Q I have two Lantech systems LT101 cartridges which are documented as 10Mb/sec LAN cartridges Are they NE2000 compatible and if anyone is aware of any software for them as they are useless to me at present The cartridges have BNC connectors like thin ethernet cables

Richard Mckeown New Zealand

Papyrus colour output

Q I can t seem to get professional quality colour output out of Papyrus and the dithering isn t nearly as good as Imagecopy I ve never managed to get the NVDI Sivius driver to work in colour and Papyrus v4 s image file output is monochrome only

Ollie Broadway via CIX

GOT A PROBLEM?

Our team of experts are on hand to investigate and solve almost anything you can throw at them. Send your letters to Atari Computing Q&A, 65 Mill Road Colchester Essex CO4 5LJ England Or email them to **acg@inactive.compulink.co.uk** While we will do our best to answer your question within the pages of Atari Computing we cannot enter into individual correspondence

Do you make music on your Atari ?

The Atari computer is one of the most popular machines for creating and producing music. But what do you do with your finished masterpiece?

Turn home recordings into GREAT recordings!

With over 15 years experience in the music business (including a few chart hits) we've been using Atari's for producing music since 1986 and we know all the tricks!

RE-MIXING
RE-MASTERING
ADD VOCALS
ADD EFFECTS
MARKETING
PROMOTION
ARTWORK
MANAGEMENT
PUBLISHING

a PROFESSIONAL sound for just £80

TEL: 01737 210848

For our free brochure & price guide
or visit our web site at
http://dialspace.dial.pipex.com/sema/panther.htm

PANTHER studios

THE UK's NO.1 PROJECT STUDIO!

Think you can't write complex **programs** for your Atari?

Windows-Mouse-Buttons-Help Bubbles
Object Linking-Alert Boxes-Sound-MIDI

Can you write **4** lines in a text editor ?

Then **you** can!

With a new interpreted scripting language for Atari compatible systems!

iPL

For your **free** copy send me just £1.50 to cover the disk and P&P costs
Mark Wherry
4 Fernpark Close Topsham Rd
Exeter Devon EX2 6AW
mark_wherry@hotmail.com

For the man with an Atari who was worried about paying *'through the nose'* for what was advertised as a service *'for Windows or Mac!'*

Zetnet Services explain why some providers can be a false economy.

No set-up fee

UK local call access

No on-line charges

5Mb Web Space Free

Fast modem access
(Standard service supports 33.6kbps)

Dedicated Atari support group

90.00 annual subscription or
8.50 per month (INC VAT)

☎ 01595 696667
🖷 01595 696648
info@zetnet.net
http://www.zetnet.co.uk

zetnet
internet service

FREE!

HISOFT BASIC INFORMATION, CONTACTS & SOURCE CODE

Calling all **HiSoft BASIC** programmers past, **present** & future! **(of *all* levels)** . . .

With the lack of open support for HiSoft BASIC in the Public Domain and on the WWW (unlike other languages), it is my aim, with *your* support, to create and maintain a forum for HiSoft BASIC programmers to exchange ideas / opinions and share projects / source code & experience

I also aim to produce & promote disks containing HiSoft BASIC programs, source code, programming utilities etc which will be available **FREE** of charge (SAE inc stamps & disk). However this will not be possible without *your* contributions!

If you'd be interested, would like further information or wish to submit source code (anything accepted), PLEASE contact me at the address below

Matthew Bacon 49 Douglas Road,
Surbiton, Surrey KT6 7RZ ENGLAND
e-mail k964101@kingston.ac.uk

CLASSIFIED ADVERTS

Each insertion of an advert costs just £1 00 for up to 100 words with each additional 100 words costing a further £1 00 You may run your advert for as long as you wish as long as you include correct payment for the required number of issues All adverts must be pre-paid either by cheque/PO or in mint UK stamps (50p or less in value) Classifications available include For Sale Wanted Miscellaneous and Contacts All adverts must be accompanied by your name and address (even if not included in advert) and will be printed at our discretion subject to the usual conditions of acceptance Anyone found to be selling pirated software will be reported to the appropriate authorities Please print/type your advert copy or send an ASCII file on disk (include SAE for return) and send your payment (payable to Atari Computing Group) to AC Classifieds 42 Larch Hill Handsworth SHEFFIELD S9 4AJ UK. Please note this address is for advertising matters ONLY!

WANTED

Atari Megafile 30 or 60 hard drive wanted in any condition, not working will do Phone Ray Pearce 01703 495506 or write to 8 Holly Oak Road Southampton, SO16 5GD (8)

Wanted 1)Tabby Graphics and Quill 2)That s Write word processor Tel 01772 626588 after 6pm. (6)

Attention all HAWK CP14 owners User urgently requires Scanent and HJB Paint Plus software for this scanner as originally supplied by Signa Latest update Absolutely desperate so please help Cash waiting Contact J A Bratby on 01764 655382. (6)

Wanted Timeworks 2.4 scalenble fonts and manual wanted Please call Littlehampton 01903 726041 (6)

Wanted. ST Format magazines Nos 50-64 plus Atari ST software games PD etc. Phone Stuart on 01592 771951 PM (6)

FOR SALE

100's of ST and 8 bit software from 50p All original commercial titles in original packaging Something for every taste E.g Pipe Mania/Skweak 50p Goldrunner/Shadow Dancer £2 Starglider/ Wizball/ Hacker £3 Jinxter/Lotus Turbo Challenge £4 Elite/Stardust £5 Also 1 Meg SIMMS £6 each Jaguar carts £15 Ex-meg disks 10 for £1 50 Write for list to Dave Loughton 34 Collindale Avenue Erith Kent DA8 1EE. (7)

Atari Software for sale That s Write v2 07 £35 inc manual Calamus S v2 £75 NVDI 2.5 £10 (no manual) Kaga Tasan 810 dot matrix printer excellent condition £50 Laser printer cartridges for sale from £40 (HP2, HP4 HP4L) Tel Robin on 01522 752458 evenings/ weekend (6)

ATARI SCSI adaptor ICD Link2 connector to hard drive CD-ROM etc. Unused Still under guarantee £60 Tel Neil 0181 385 0235 (6)

For sale Atari ST Mega 4 Philips tilt and swivel colour monitor (CM8833) NEC 6 speed CD Drive 210 mb hard drive ICD 24 pin Panasonic printer, games & software £425 00 ono Wangtek 500 mb tape streamer as new boxed £100 00 Atari STE 4 mb £150 00 Star LC10 printer as new boxed, £50 00 Atari SLM 804 laser printer, £100 00 Please call Littlehampton 01903 726041 (7)

Atari Jaguar with CD 20 games scart lead etc Offers phone Stuart on 01592 771951 PM (6)

Atari 520 STFM for sale. ½ meg system with lots of software including cover disks games music etc The system is fitted with a cooling fan Ready to run £75 Atari 1040 STE 1 meg system. Supplied with lots of software and Stereo Master sound sampling cartridge £150 ono TURBODIZER video sampler Allows you to grab images from TV or video and use them in your own documents animations or pictures This version also has an animation facility Cost around £150 but will sell for £30 Contact Charles Wyvill at 01676 500296 (7)

STOS THE WORKS Stos Interpreter Stos Compiler Stos Maestro Stos 3D Stos Sprites 600 and Stos Tomb map editor All as new and in original packaging Plus Stosser disk magazines issues 2 29 with ten disks of Stos PD Plus The Games Makers Manual (book) by Stephen Hill and originally sold for £12 95 All the above items for £25 and price includes postage Tel Brian Crossland on Chesterfield 01246 557732. (5)

FOR SALE

HARDWARE

1040 STE mouse joysticks and dustcover 1040 STFM with 4 MB blitter chip TOS 2 06 external 3 5 Zydek disk drive 5¼ external disk drive 3rd Coast Tech 65 MB hard drive CM8833 colour monitor Atari SM124 mono monitor Epson FX 80 9 pin printer Epson FX 100 printer Brother M1409 printer Zydek handy scanner for Atari/TT/Mega Vine Micros Atari to TV & Video adapter Titan Designs Graffiti video genlock

SOFTWARE

GST Data Manager Professional & Timeworks Publisher V2.0 Armor Prodata V1 21 Precision Software Superbase Personal Video Titler V3 0 by Redmoor Videomaster by Microdeal Microprose Railroad Tycoon F15 Strike Eagle & F19 Stealth Fighter Microprose Golf Knights of the Sky M1 Tank Platoon

MISCELLANEOUS

Atari ST Review issues 1 to 32 with cover disks Atari ST User 18 mags with cover disks ST Format 23 mags with cover disks All in very good condition 26 Page 6 PD disks 45 Goodmans PD Disks 5 Tumblevans PD disks & 3 Caledonia PD disks Approx 100 coloured blank disks Custom built computer desk and printer stand (buyer to collect these)

All items have their original packaging and are in excellent condition. A SAE will bring a full list of items for sale Price for everything is around £650 00 I will split and no reasonable offer for anything will be refused Buyer pays postage at cost.

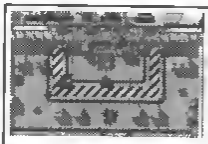
Mr G Carruth,
61 Spey Road, Bearsden, GLASGOW, G61 1LG
Tel. 0141 942 6248 (ansaphone available)

MISCELLANEOUS

Info required Can anyone supply the address or phone number of the manufacturer or UK distributor of the Wacom Artpad II Tel 01772 626588 after 6pm (6)

Tandy WP-2 Portable with software to link with ST Power pack Case and Manual vgc £50 **Cambridge Z-88** with 128k RAM Power Pack and Carrying Case Manual vgc (easy input to ST via Harlekin) £50 **Tabby** with Atari software £20 **Easy Text Pro DTP** £6 **Easy Draw 2** £10 **Edith Pro** £7 **Kandinsky v1 73** £6 **K-Word 2** £5 **MasterPlan Spreadsheet** £5 **Outburst** £3 **SDD Preview** £3 **SDO Graph** £3 **Mini Office Comms** £3 **Spreadsheet** £3 **3D Calc** £3 **Avant Vector** £15, **Easy Money Plus** £5 **Fast Copy Pro** £5 **Fonty** £5 **Harlekin** £5 **Knife** ST £5 **Mavis Beacon Teaches Typing** £7 **Textstyle** £5 **PFM+** £5, **Atari World** disks £1 each All software original and with manuals

Call J A Bratby 01764 655382 or 0131 668 2628

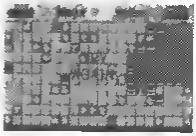


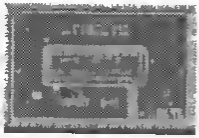
999 Software

1 Portland Avenue
Burton on Trent
Staffs. DE14 3GD
England
Tel:- 01283 500944

Above -ALIEN THING Awarded 84% in ST format 79
Now only £9.99 inc. p+p. (Add £1 if outside the UK)
Complete with expert levels and Joypad support (If required)

Right - Megamines. A minesweeper type game with large scrolling minefields, time bonuses, extra lives, etc. Sampled sound effects, music £5 inc p+p (Add £1 if outside UK)





Left - Streets. An overhead maze game with 5 large levels. Avoid holes, mines, other cars and gun toting gangsters
Only £3 inc. p+p (add £1 if outside UK)

Right - Fishtank. A feed and avoid game for younger players. 9 difficulty levels and fun to play. Only £3 inc p+p (Add £1 if outside UK)

For more information point your web browser at -
http://www.compulink.co.uk/~999sw/999sw.htm

The Atari Portfolio the really Portable personal Computer....

Yes, the amazingly compact DOS based Portfolio is small enough to fit in your hand - yet is powerful enough to offer you facilities you'd expect to find only on a full sized desktop or notebook. It will work for up to 6 weeks on three AA batteries (also runs from optional mains adaptor) How's that for portability ? The Portfolio works in 3 languages, English, French & German. Comes complete with 6 built in DOS applications installed on ROM

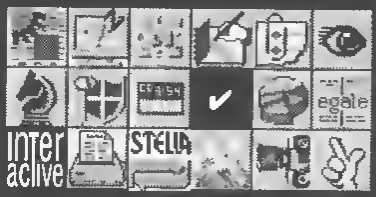
They are

Lotus 1-2-3 compatible spreadsheet Full text editor Calculator
Address book Phone dialler Appointments Diary.

With additional interface, cable & software the Portfolio can easily be connected to your ST, PC or Apple Mac for file & data transfer
We offer not only Portfolio machines, but also a wide range of accessories & peripherals for you to get even more from the really Portable PC.

For more details write, faxing or SAE phone or fax us today at

The Portfolio Club U.K.
16, Cedars Rd, Mordon, Surrey, SM4 5AB
Tel/Fax: 0181 286 8990 (Home)
E-mail: pfinch@mettav.demon.co.uk



65 Mill Road·Colchester·CO4 5LJ
http://www.clx.co.uk/~inactive/

ABINGDON SYNTHESIS PROJECTS

email. chrisc@zetnet.co.uk
phone: (01235) 534152
after 6pm please
write. 40 Evelin Road
Abingdon
OXON OX14 1JR

SCSI-Burster Turn a PC case into a SCSI host for your hard drives/CDROM etc. Use cheaper internal SCSI drives with your Atari ST/E, TT and Falcon. From £18 for basic three drive model. Supports Link2 type ACSI converters

ADVERTISERS INDEX

960 SOFTWARE - 58
1 Portland Avenue Burton-on Trent, DE14 3GD
Tel 01283 500944

16/32 SYSTEMS - 30 & 31
173 High Street Strood Kent, ME2 4TW
Tel 01634 710788

ASP - 58
40 Evelin Road Abingdon Oxon OX14 1JR
Tel 01235 534152 (after 6pm please)

ATARI WORKSHOP - 26
119 Arthur Road Windsor SL4 1RU
Tel. 01753 832212

Matthew BACON - 56
48 Douglas Road Surbiton Surrey KT6 7HZ

COMPUTER DIRECT - 10
10338 59 Avenue Edmonton Alberta Canada T6H 1E9
Tel 403 496 2488

FALCON PRO CENTER - 34
Vaderlekstorgsel 12 S 418 32 Gothenburg Sweden

FaST CLUB - 59
PO Box 101 Nottingham NG2 7NN
Tel 0115 945 5250

FLOPPYSHOP - 46
PO Box 273 Aberdeen AB15 8GJ
Tel. 01224 312758

GOODMAN S - 12
18 Conrad Close Meir Hay Estate Longton Stoke on Trent ST3 1SW
Tel. 01782 335650

INTERACTIVE - 58
65 Mill Road Colchester CO4 5LJ

PANTHER STUDIOS - 58
5 Doods Road Reigate Surrey RH2 0NT
Tel 01737 210646

SYSTEM SOLUTIONS - 20
17-15 Blackwater Street, East Dulwich London SE22 8RS
Tel 0181 693 3355

THE PORTFOLIO CLUB
16 Cedars Road Mordon Surrey SM4 5AB
Tel/Fax 0181 286 8990 (home)

THE UPGRADE SHOP - 2 & 3
Unit F2 Venture House Cross Street, Macclesfield SK11 7PG
Tel 01625 503448

TITAN DESIGNS - 36 & 60
8 Wherford Way Selly Oak Birmingham B29 4AX
Tel 0121 693 6868

Mark WHERRY - 58
4 Fernpark Close Topsham Road Exeter Devon EX2 8AW

ZETNET - 56
Tel 01595 695667
Email info@zetnet.co.uk

Special Offers

FaST Club
For users of Atari ST & Falcon computers
P O Box 1401 Nottingham NG2 7NN
Tel 0115 946 6256 Fax 01 0115 946 6256
Email info@fastclub.co.uk

Fonty

❑ A fully featured editor for Calamus CFN format fonts. Features include: full set of drawing tools, grids and guide lines, manual and automatic kerning, backgrounds for tracing from a picture or a GEM font, and a full-feature calculator for manipulating fonts with. Fonty can also convert Postscript type 1 fonts into Calamus CFN fonts.

Was £11.95 - Now £7.95

Ultimate Virus Killer

We're proud to announce that FaST Club will be distributing and supporting Ultimate Virus Killer in the UK. With years of development behind it, UVK is the essential tool to protect your Atari disks, data and programs from virus infection and destruction.

New Features in Version 7.0

* Two new viruses are now detected: the Pharaoh virus that can mutate into any one of several billion different versions, and the Carpe Diem virus, that is particularly resilient and very difficult to get rid of.
* The Kobold #2 C, Mad Q and Sigsum/BPL F mutant viruses created by the Reset Resident Installed are now detected and destroyed.
* Gemulator and MagiCI compatible.
* Over 200 innocent bootsectors added.

Was £12.95 - Now £9.95

Upgrades from all previous versions £2.95. Return your master disk to qualify for upgrade.

Imagecopy

❑ Imagecopy 4.1 is a highly sophisticated easy to use printing facilities tool, to get the very best out of your printer. It will print pictures in black and white or colour on all popular printers: 9 pin, 24 pin, Stylus, Bubblejet, DeskJet and LaserJet.

Copy images from screen, display images and run slide shows on any ST, TT or Falcon.

Convert images simply or in batches: all popular image file formats are supported. (Add £5 for the PhotoCD capable version.)

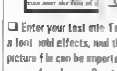
Nine zoom levels plus the ability to flip and rotate images.

Print catalogue pages and create on-screen catalogues for easy finding and printing of image files.

Page Layout option allows multiple images to be printed on one page - great for letterheads, invitations, greeting cards, etc.

Was £34.95 - Now £24.95

Textstyle



❑ Enter your text into Textstyle, select a font, add effects, and the resulting picture file can be imported into a whole range of packages. Great for generating headlines for word processors or use it with Imagecopy and/or an art package to make posters, banners, greetings cards etc. Thousands of uses.

~~Was £14.95~~ Now £9.95

Imagecopy 4.1

New version — major new features include

Imagecopy now supports **VA_START** so that you can load files by double clicking on them or dragging them on to an Imagecopy icon.

The Drag and Drop protocol in MultiTOS compatible systems is now supported. This allows images to be loaded by dragging them to a window. Dragging image files from the desktop to a catalogue or page window will cause those files to be added to the catalogue or page. Images can also be dragged from catalogue windows on to other application windows.

Custom palettes can be used for viewing and converting images.

Catalogues can now be updated and will reload modified images. Imagecopy can suggest just the work area or the full area of the top window.

Imagecopy can identify windows it supports (16 colour and 16-bit video modes under MagicMac) and will print to large-format (A3 etc.) printers.

Imagecopy can read and write Huffman compressed TIFF files, save IMG files with VDI palette order, and read Apex Media, Degas, XBM images, 320x200 XGA images, Raytrace TGA files, and > 256 colour Spectrum images.

Write or phone for a full list of features and bug fixes

Upgrade Prices

❑ Imagecopy 4 and 4CD	£ 4.95
❑ Imagecopy 2, 3 and 3.5	£ 9.95
❑ Imagecopy 1 and 1.5	£14.95
❑ New Imagecopy 4 manual	£ 2.95
❑ P&P on upgrades	£ 1.25

To upgrade from Imagecopy 4 do not return any disks. For all other upgrades return disk 1.

MouseTricks 2

❑ Gives you complete control over the speed of your mouse, allocates functions to the right mouse button, can configure itself for each program that you use. MouseTricks also contains a screen saver, a text sending utility (by ST), a virtual screen bigger than your monitor, and it supports the use of PC compatible mice.

Was £14.95 - Now £6.95

Introducing Machine Code

❑ An excellent book that takes the complete beginner step by step into the secrets of programming the ST. The accompanying disk contains a complete programming package (and so no need to buy a separate assembler or resource kit).

Was £19.95 - Now £8.95

X-Change

❑ Comprehensive vector graphics file conversion utility that converts between:

- Calamus Vector Graphics (CVS)
- Outline Art (OLI)
- Adobe Illustrator (EPS/AI)
- Aldus Freehand 3.1 (EPS)
- Windows Metafile (WMF)
- WordPerfect Graphic (WPG)

Was £14.95 - Now £9.95

Gemulator 96

The Atari ST/STE Emulator for Microsoft Windows

Part-exchange Deal

You can now part pay for Gemulator by trading in your old Atari software. Write or phone for lists.

➢ Gemulator 96 runs TOS 1.4 or 2.06, and MagiC 2 or 4 on Windows 3.1 and higher. You no longer need to buy the Gemulator ROM Reader card.

➢ It's even faster. On average, 10% to 20% faster than Gemulator 4. The hardware required to emulate the full speed of an Atari TT computer (32 MHz 68030) has dropped from a 90 MHz Pentium to a 75 MHz Pentium.

➢ Direct X full screen mode. Windows 95 and Windows NT allow Windows programs to grab the whole screen and so run faster by by-passing Windows and writing directly to the VGA card.

➢ It's even more compact. Gemulator 96 only needs 6 megabytes of RAM to emulate a 4 megabyte ST.

➢ Gemulator 96 runs under Windows 3.1, Windows 95 and Windows NT.

For more details write or phone for a free copy of our new Gemulator 96 brochure.

❑ Gemulator 96	£ 49.95
❑ Gemulator 96 Upgrade	£ 19.95
❑ MagiC 2 for Gemulator	£ 39.95
❑ Gemulator 96 Demo	£ 1.25

Gemulator 96 v4.6 can now be used with MagiC or TOS image on disk. Write or phone for details.

UIS III

❑ Universal Item Selector is a moveable and re-sizeable replacement for the Atari item (File) Selector. You can use keyboard shortcuts, view up to 96 files, define up to 26 file extensions, print directory listings, search for files, use DockPaths, change file attributes, view text files, move and copy files, and format disks.

Was £14.95 - Now £5.95

3D Calc Plus

❑ 3D Calc is a true 3-dimensional spreadsheet with an integrated macro and programming language, graphics, and extended statistical functions. It will rapidly generate bar and line histograms, pie charts, multiple bar and line graphs, stacked bar graphs, function graphs, etc. 3D Calc needs one megabyte of memory.

Was £24.95 - Now £9.95

How to Order

✓ Tick the ❑ boxes for the items that you require and send this advert (a photocopy or just a letter listing what you want) along with a cheque or PO for £_____ to us at **FaST Club, PO Box 1401, Nottingham, NG2 7NN.** Please allow 7-days for your goods to arrive. There are comprehensive descriptions of these products in our catalogue.

❑ **Tick here for a copy of our free catalogue, or phone 0115 945 5250 (24-hrs)**

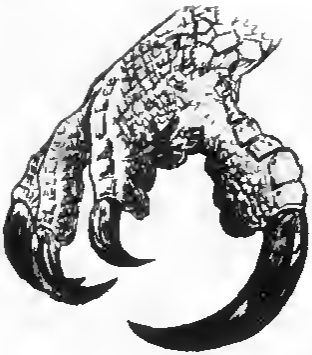
From:

FastCopy Pro

❑ The best disk utility for Atari computers! FastCopy Pro features highly efficient disk copying and formatting, creates and copies both extended format and MS-DOS disks, fast hard disk backup with data compression, built-in disk editor and virus killer with virus immunization.

Was £14.95 - Now £8.95

E&OE. All offers subject to availability.



Something to get your claws into

Afterburner040

The definitive Atari Falcon accelerator. Can produce an average speed increase of at least 8 times a standard Falcon, and well over **9 times** when used with **Nemesis.**

- **68040RC processor - 16.5/33/66MHz**
- **20/40/80MHz with Nemesis!**
- **RAM expansion up to 64MB**
- **Expansion through port**
- **High level of software compatibility**

Afterburner retains an extremely high level of compatibility with existing Falcon software - including the APEX series and Cubase Audio.

Now included is Black Scorpion's MC68040 Toolkit (v4.09) which provides a full range of utilities for achieving maximum performance.

Afterburner040: £499

Nemesis

An instant 50% performance increase for less than £50! Nemesis provides this - along with a 48MHz DSP and FPU.

Having a 24MHz bus also gives the ability to create 640x480 true colour on VGA!

Nemesis: £49.95
non-APEX owners - please add £10.00

Videlity

A screen enhancement program that is a perfect complement to Nemesis.

- **4:3 aspect ratio enable**
- **Load/Save configurations**
- **Quarter pixel true-colour modes**
- **Monitor Protect support**
- **Full support for Nemesis**
- **Other accelerator support**
- **Frequency Lock enable**
- **External video hardware support**
- **RGB & VGA support**

Videlity: £14.95

APEX Media

The incredible art & animation program that took the Falcon market by storm. Now being shipped as v2.3 allowing 640x480 true-colour operation with Nemesis! V2.3 is also fully compatible with ***Afterburner040***.

What more can be said about the most advanced program for the Atari Falcon?

APEX Media: £79.95

NEW price

APEX Intro

The baby brother of Media which retains the powerful animation engine and virtually full functionality.

Now reduced in price making it the best introduction to graphics on the Atari Falcon.

APEX Intro: £29.95

NEW price

POWER PACK

APEX Intro plus Nemesis & Videlity

The ultimate combination of the popular art and animation software with the best system accelerator and screen enhancer.

£89.95

C-Lab MK.X Case

Superb replacement Desktop style case for the Falcon. An essential accessory and ideal for housing the Afterburner040!

Price: £199.00
*** now includes keyboard ***

BSS Debug

The essential utility for dedicated Falcon programmers. A host of features including full compatibility with MegiC 68040 and FPU.

BSS Debug: £39.95

Falcon 14MB

Our 14MB Falcon upgrade is supplied for easy fitment - no soldering, simply replace your existing memory board. Every board comes with the superb Panasonic 60ns EDO TAB SIMM.

LOW price

Others

We can now supply 2.5" to 3.5" hard disk converters, internal SCSI adaptors, VGA and RGB adaptors.

2.5" to 3.5" converters	**£12.95**
Internal SCSI adaptors	**£40.05**
VGA or RGB adaptors	**£12.95 ea**

More details from:

Titan Designs Ltd
6 Witherford Way, Selly Oak
Birmingham B29 4AX UK

Tel: +44 (0)121-693 6669
Fax: +44 (0)121-414 1630
e-mail: 100345.2350@compuserve.com
Web: http://ourworld.compuserve.com/homepages/TITANWEB/

All prices include VAT. E&OE. Prices and specifications can change without prior notice.